



Date 08/13/12

8/24/12

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☐ Design Board
- ☐ Final Board

"Vault of Bones"
~~"Finn's Plan"~~

1014-116

~~Conformed Board~~
DESIGN



Adventure Time Created by
Pendleton Ward

Creative Director
Adam Muto

Storyboard by
Kent Osborne & Somvilay Xayaphon

ADVENTURE TIME



Page 01

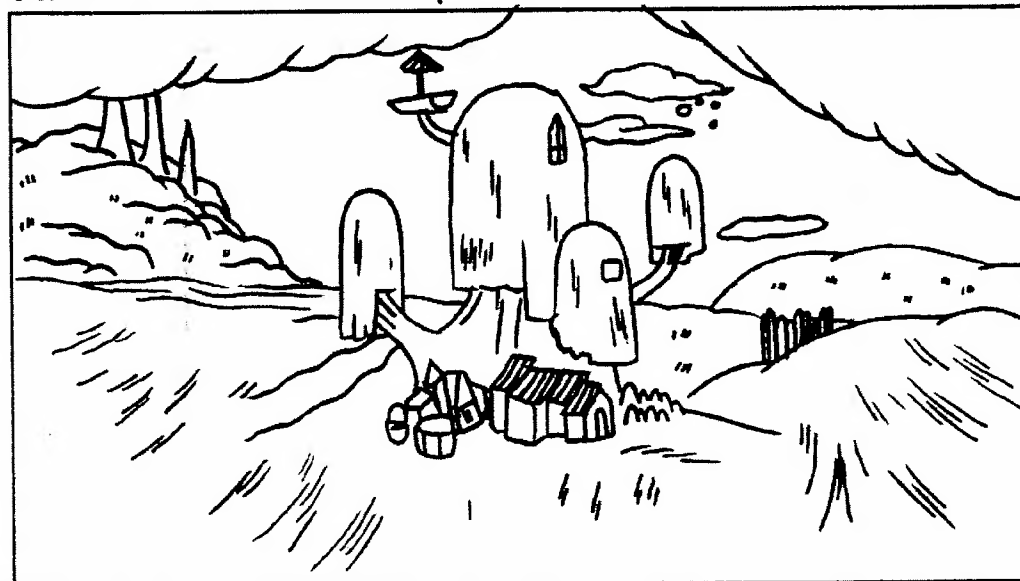
day night

Sc. 01

Pnl. A

Bg.

day night



Dialog:

WRITTEN/ STORYBOARDED BY
KENT OSBORNE
SOMVILAY XAYAPHONE

Action:

-EXT treehouse.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



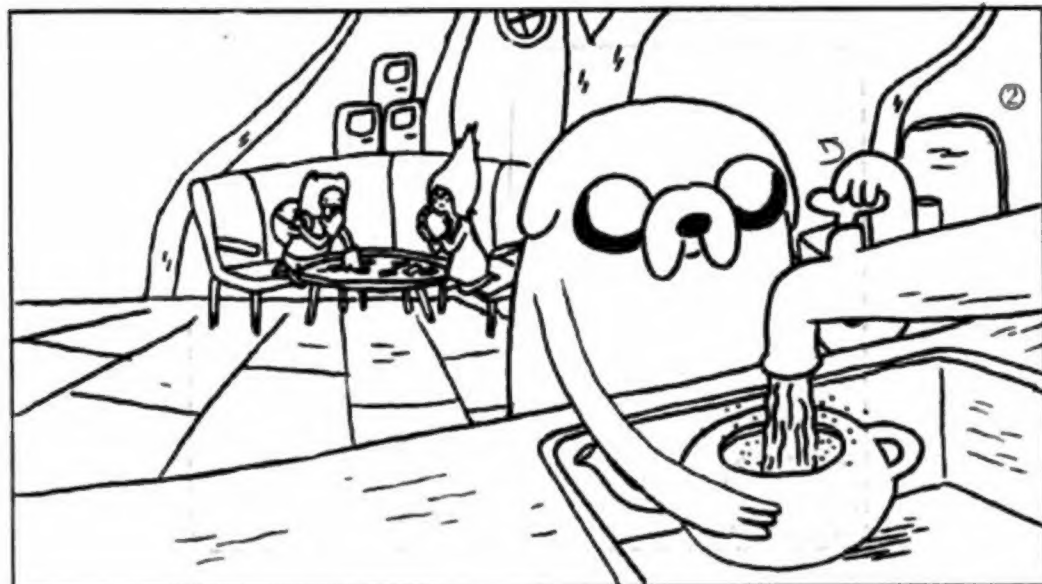
Page 02

Sc. 02

Pnl. A

Bg.

day night

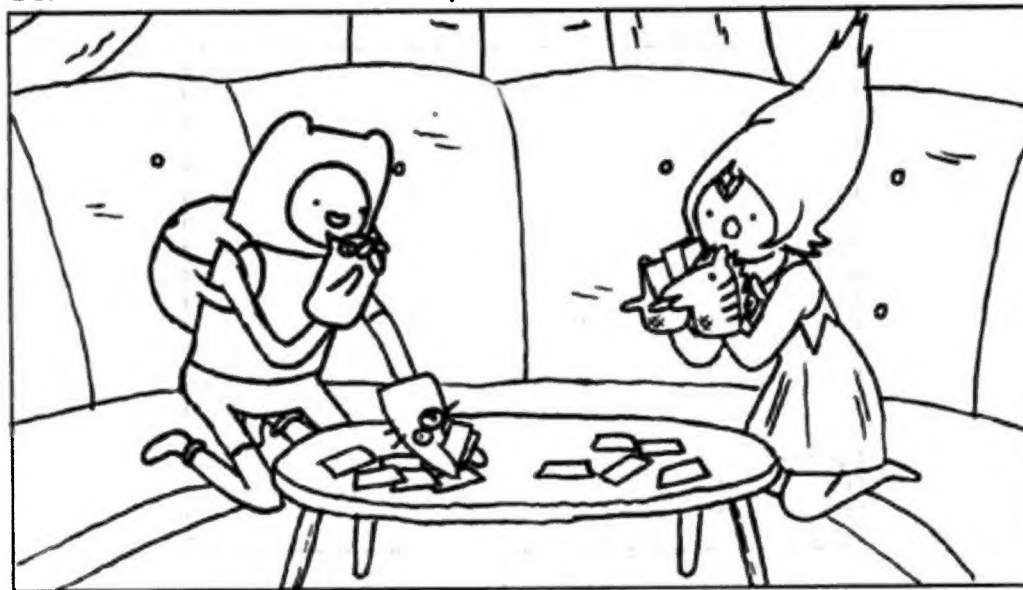


Sc. 03

Pnl. A

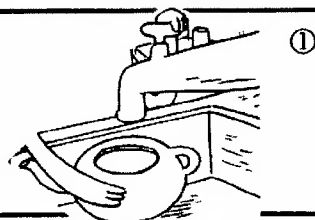
Bg.

day night



EPISODE # 1014-116

Dialog:



Action:

- Flame Princess hanging out with Finn and Jake. - JAKE TURNS ON TAP.

- Finn and FP playing cards. WEARING OVEN MITTS. - FP'S OVEN MITTS ARE MADE OF STEEL.

Timing:

Production :

ADVENTURE TIME



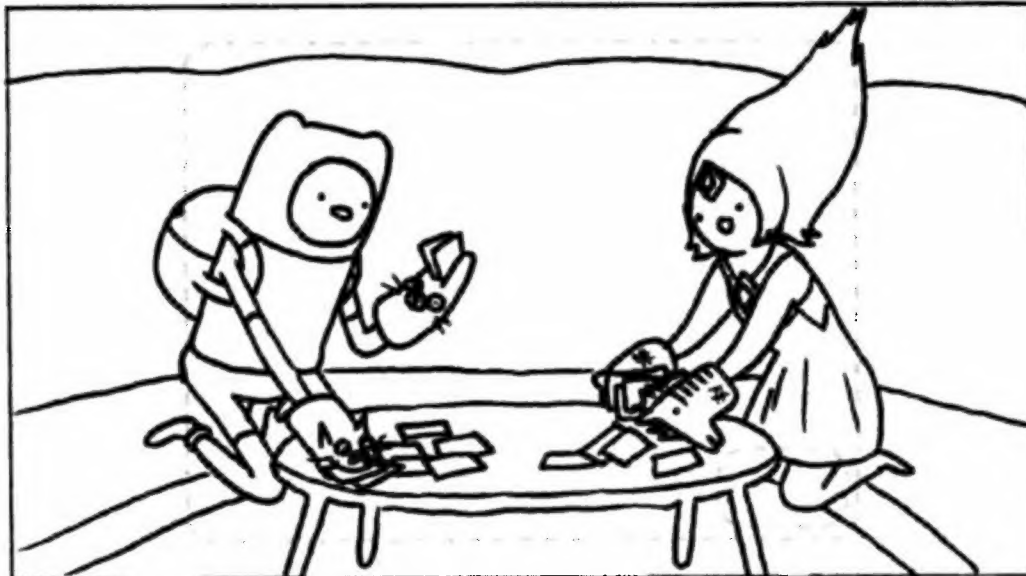
Page 03

Sc. 03

Pnl. B

Bg.

day night

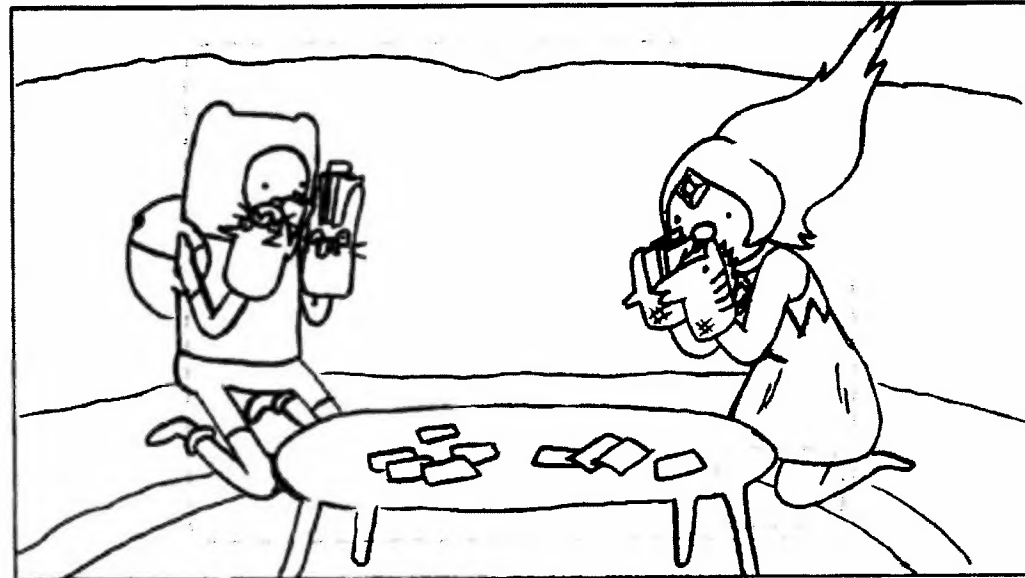


Sc. 03

Pnl. C

Bg.

day night



EPISODE # 101 / 116

Dialog:

Action:

- FINN GRABS CARDS WITH RIGHT MITT.

- FINN EXAMINES CARDS

- FP EXAMINES HER CARDS.

Timing:

Production :

ADVENTURE TIME



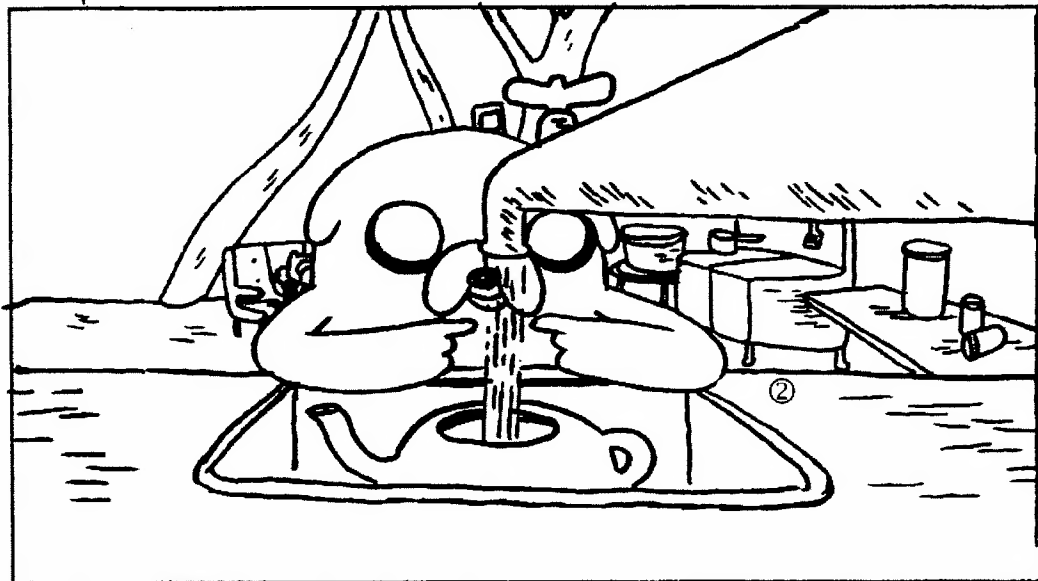
Page 04

Sc. 04

Pnl. A

Bg.

day night

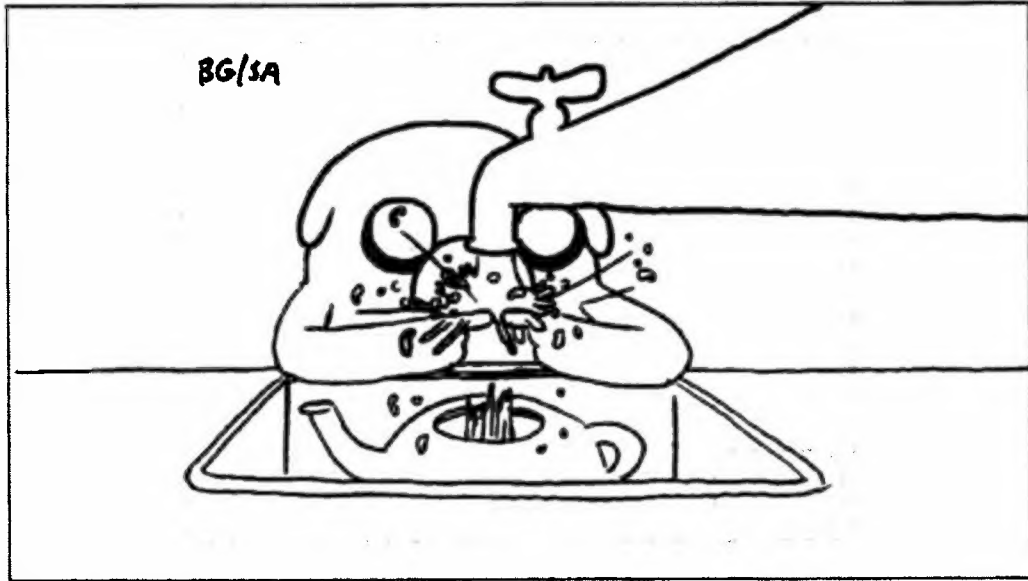


Sc. 04

Pnl. B

Bg.

day night



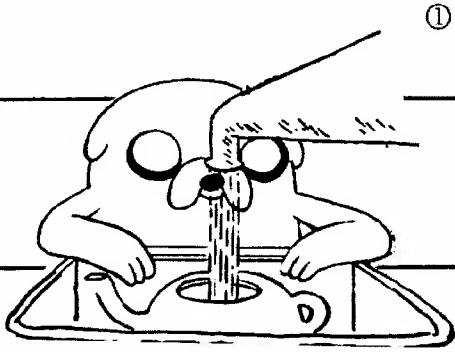
Dialog:

SFX: *PSHHHH*

Action: JAKE poking flow of water.

Timing:

① Cycle Pnl's A & B



1014-116

EPISODE #

Production :

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ADVENTURE TIME



Sc. 05

Int. A

Bg.

day night

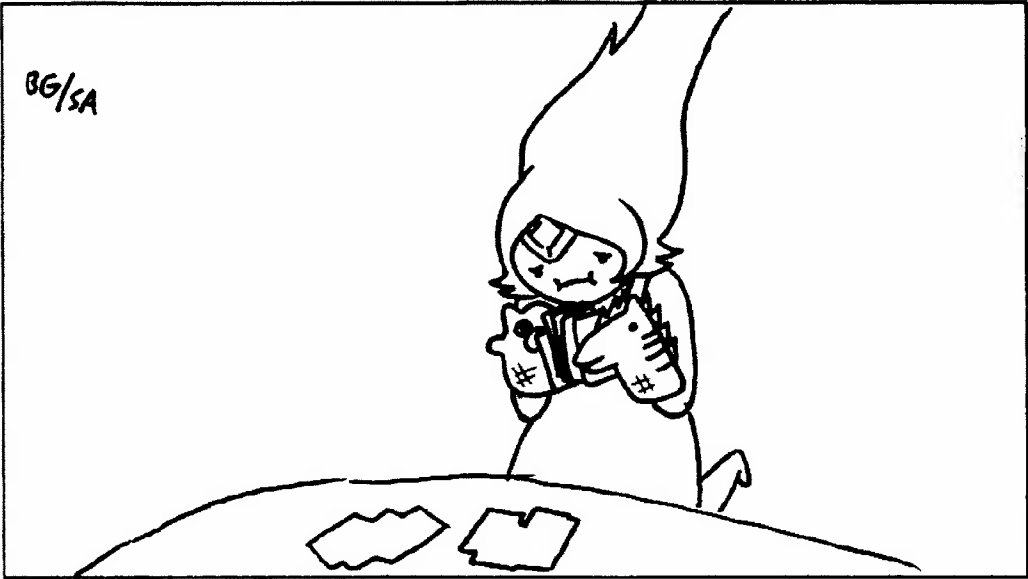


Sc. 05

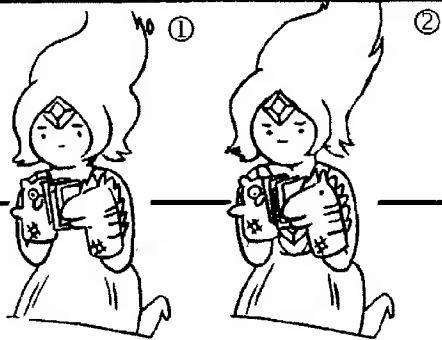
Int. B

Bg.

day night



Dialog:



Action:

- FP looks sorta depressed.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



Sc. 05

Pnl. C

Bg.

day night

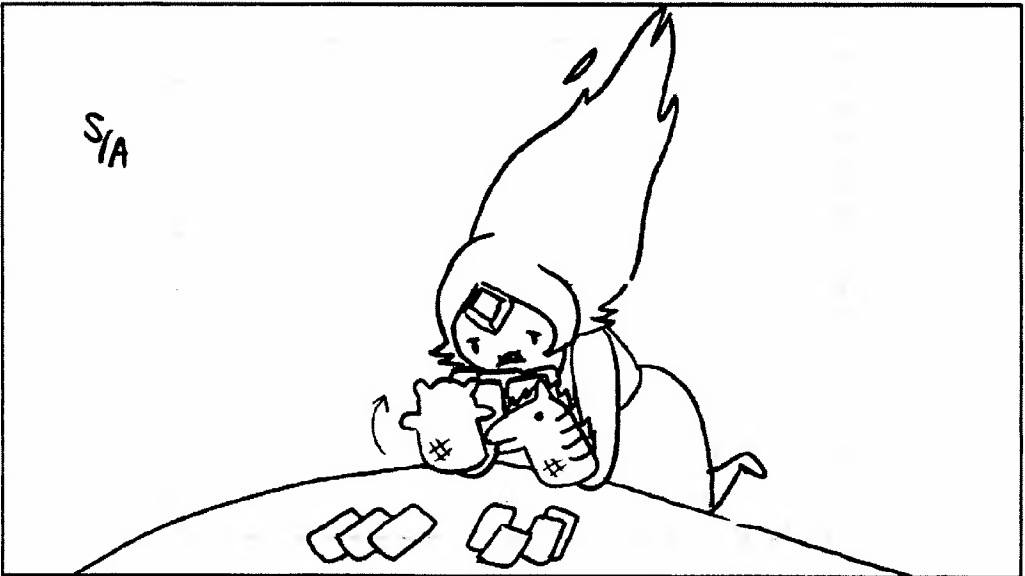


Sc. 05

Pnl. D

Bg.

day night



Dialog:

FP: [SIGH]

Action:

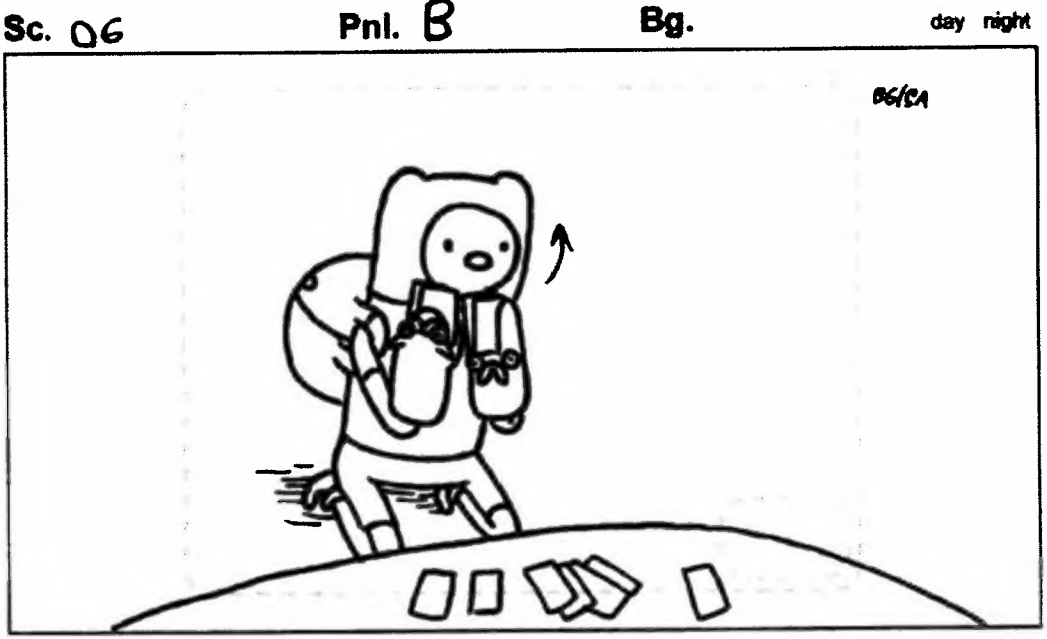
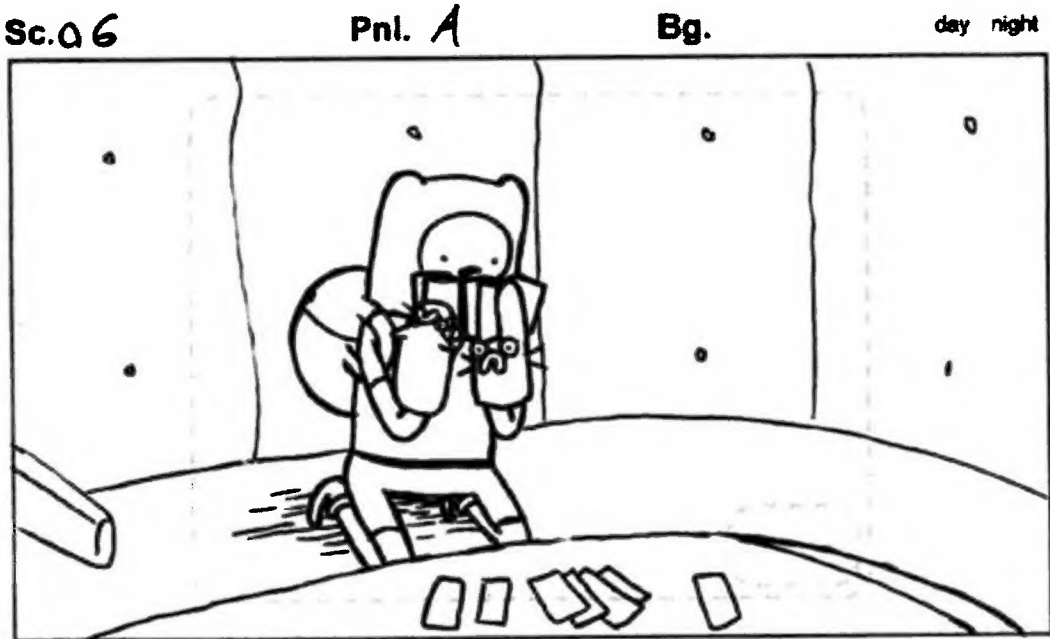
FP sighs.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



| | |
|---------|-----------------|
| Dialog: | Ⓔ What's up? |
| Action: | - FINN LOOKS UP |
| Timing: | |

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EPISODE # 1014-116
Production :

ADVENTURE TIME



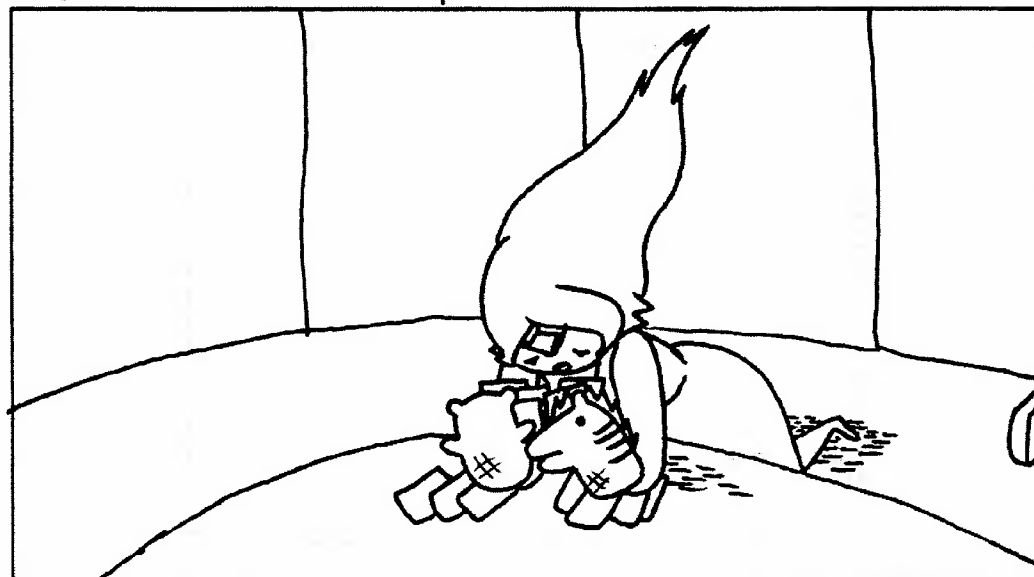
Page 08

Sc. 07

Pnl. A

Bg.

day night

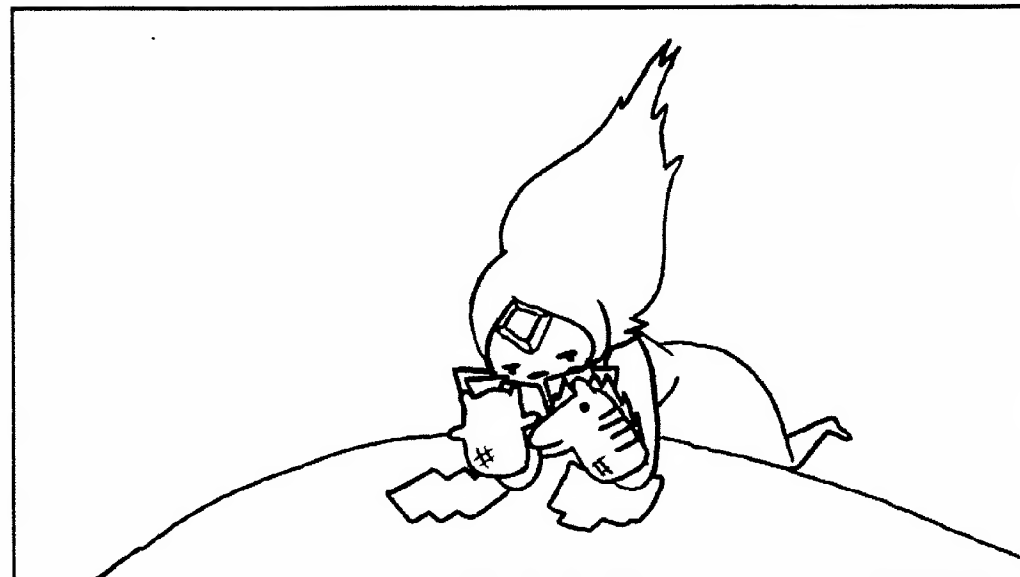


Sc. 07

Pnl. B

Bg.

day night



Dialog: (FP) Nothing. I dunno...

Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



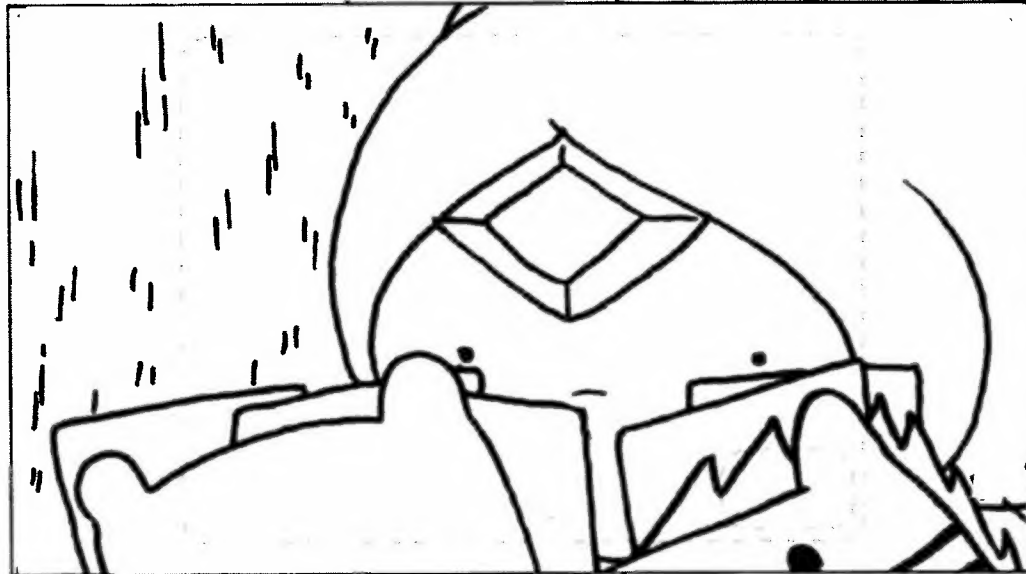
Page 9A

Sc. 7A

Pnl. A

Bg.

day night

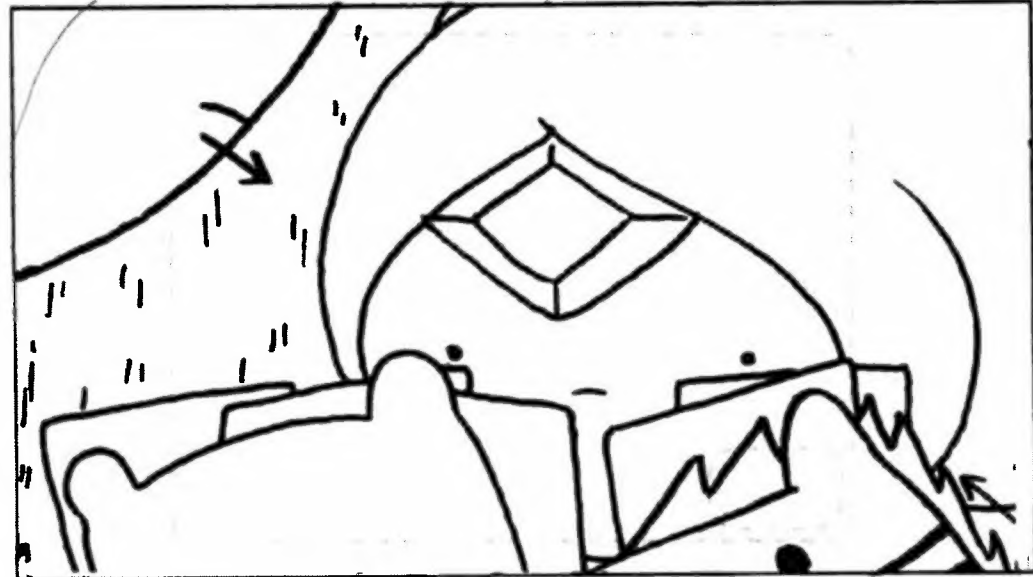


Sc. 7A

Pnl. B

Bg.

day night



Dialog:

Action: -FP looking intensely at her cards. -Finn's mouth comes in.

Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME

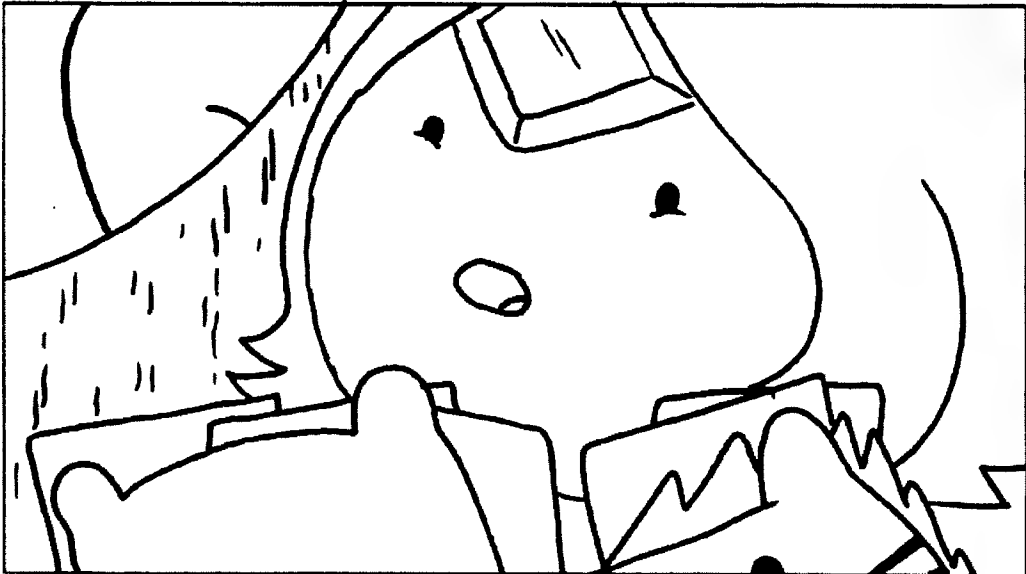


Sc. 7A

Pnl. C

Bg.

day night



Sc. 7A

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

- FP catches Finn making a funny face.



- ADJ. UP TO FINN

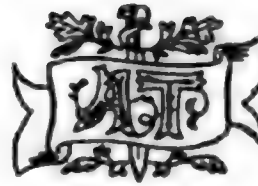


EPISODE # 1014-116

Production :

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ADVENTURE TIME



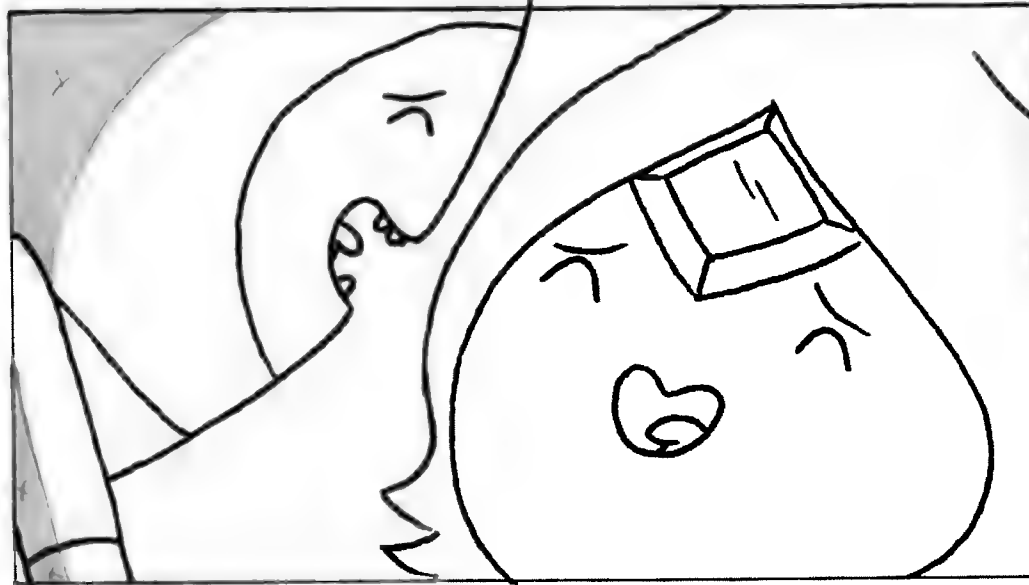
Page 11

Sc. 7A

Pnl. E

Bg.

day night

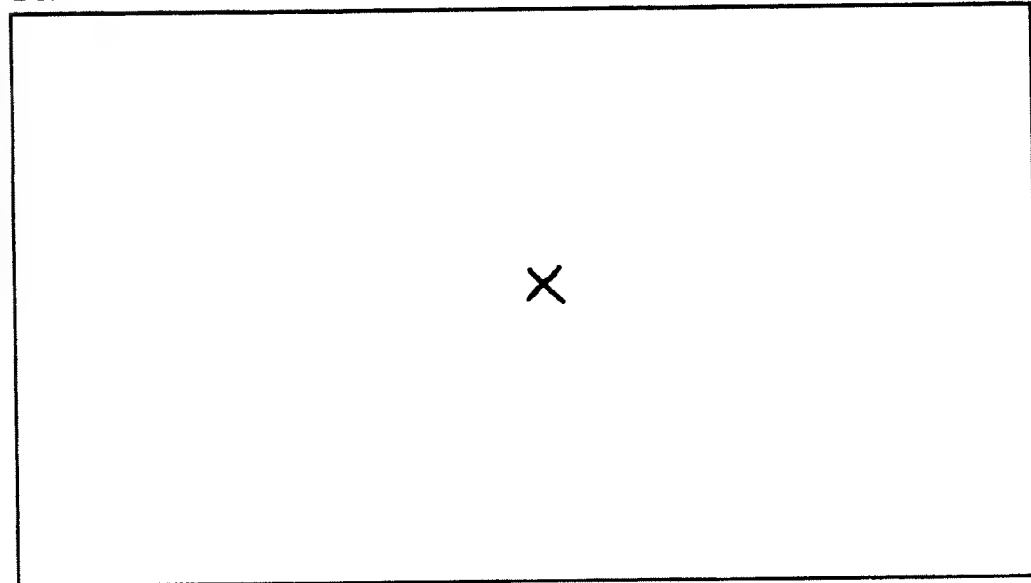


Sc.

Pnl.

Bg.

day night



Dialog:

F
EP: [LAUGHING]

Action:

- They laugh.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



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Sc. 08

Pnl. A

Bg.

day night

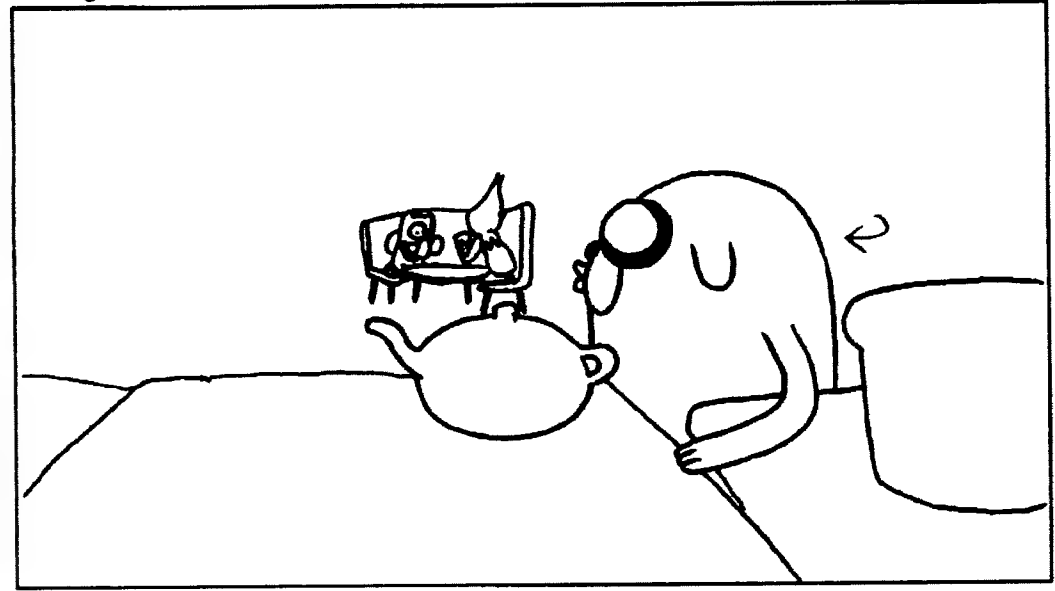


Sc. 08

Pnl. B

Bg.

day night



Dialog:

F & FP: [LAUGHING]

J: If anybody wants some tea, it'll be ready in a few minutes.

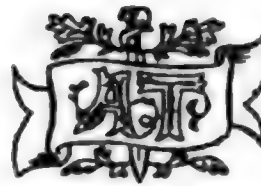
Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 13

Sc. 08

Pnl. C

Bg.

day night

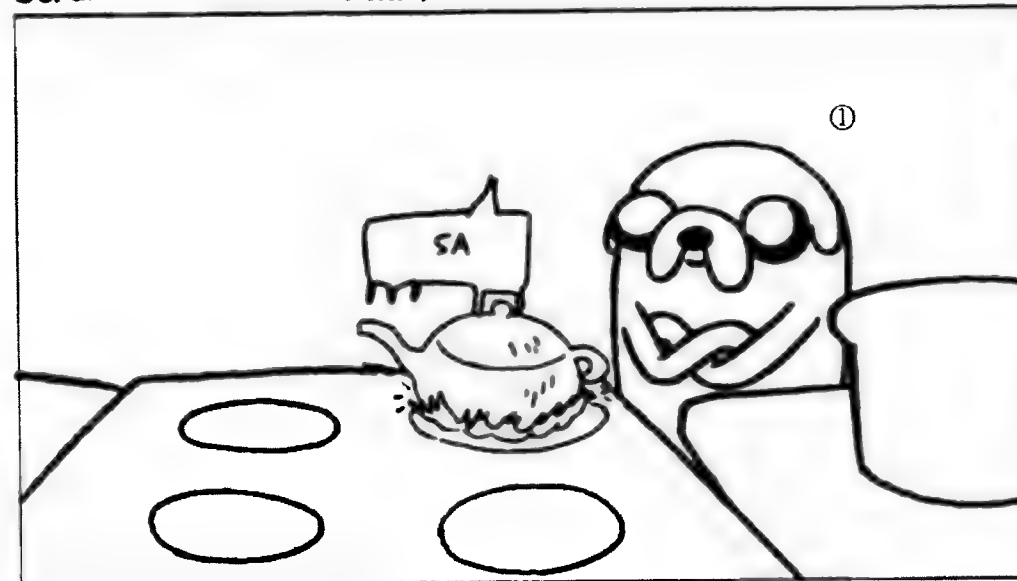


Sc. 08

Pnl. D

Bg.

day night



EPISODE # 1014-116

Dialog:



① [VERY QUIET HUMMING]

②

Action:

- Jake steps back and waits.

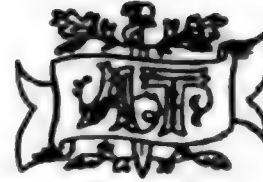


Jake turns on stove.

Timing:

Production :

ADVENTURE TIME



Page 14

Sc. 08

Pnl. E

Bg.

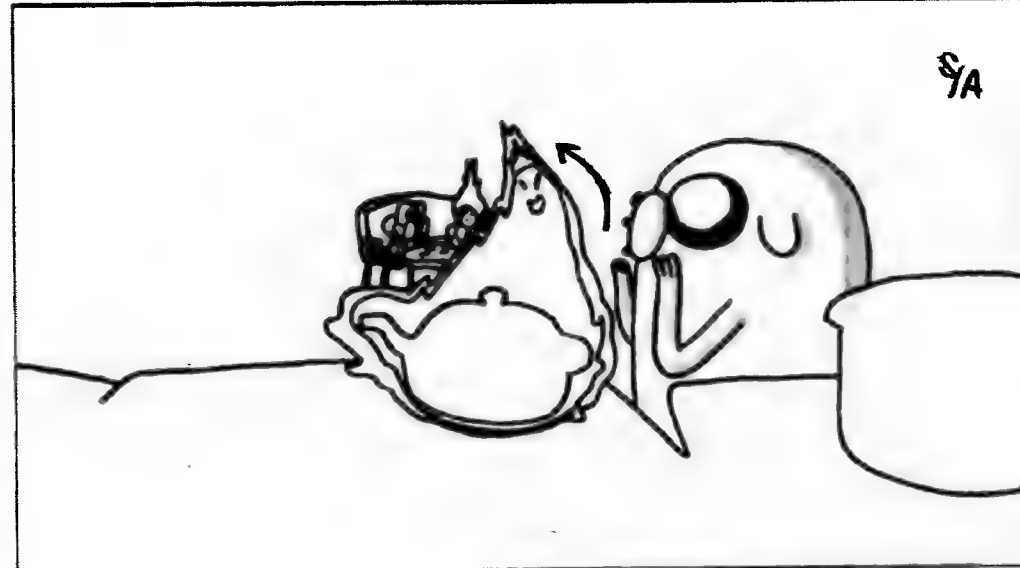
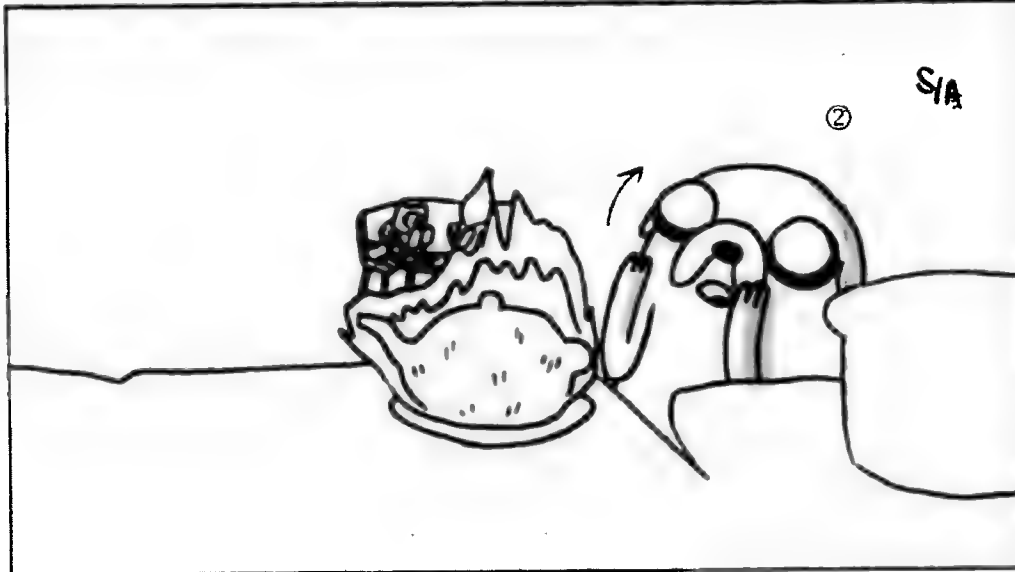
day night

Sc. 08

Pnl. F

Bg.

day night

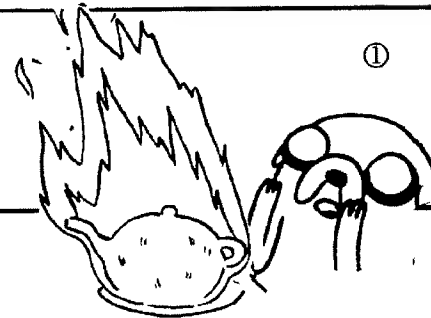


Dialog:

① AAGH!

Action:

- FIRE FLARES UP



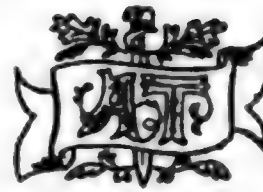
- Flame King's head emerges from the fire.
- JAKE TURNS TO WATCH FK.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



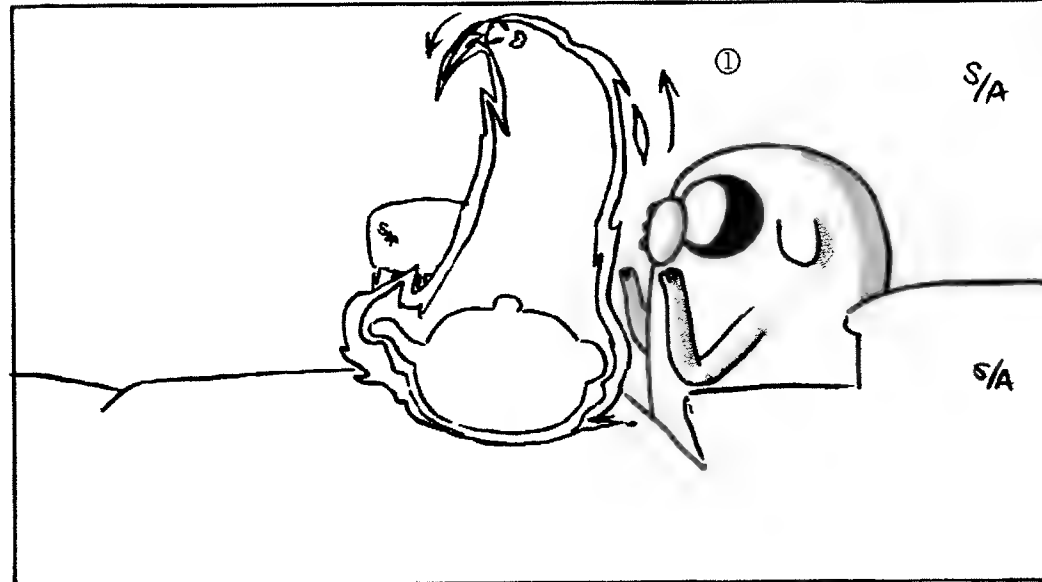
Page 14 A

Sc. 08

Pnl. G

Bg.

day night

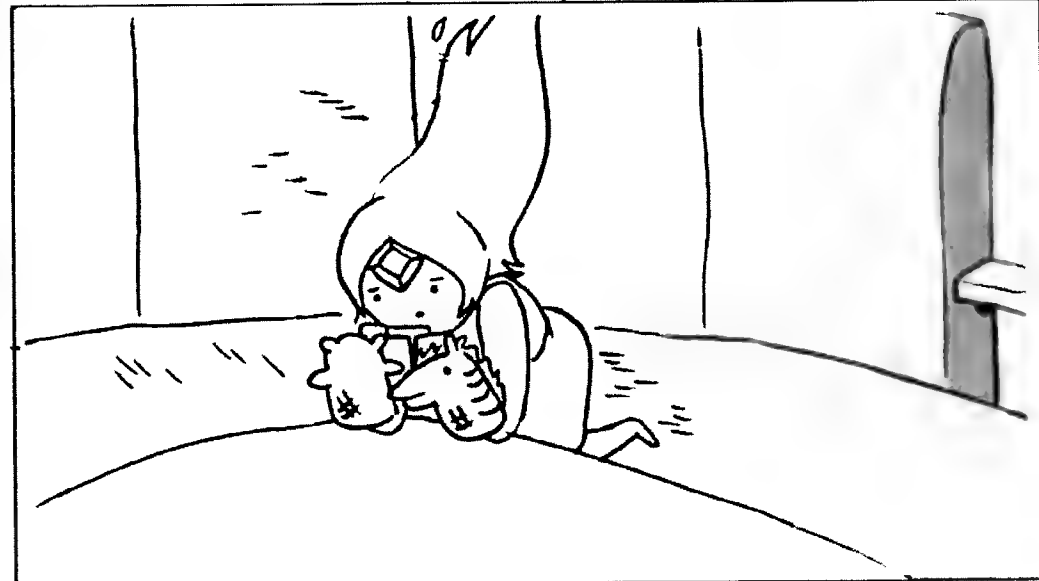


Sc. 09

Pnl. A

Bg.

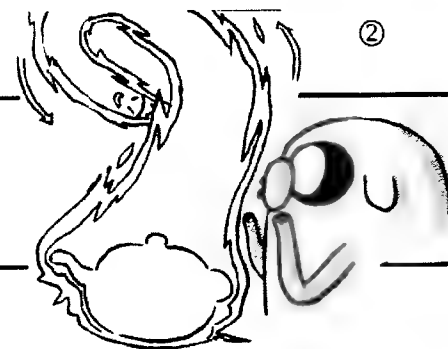
day night



Dialog:

Action: -FLAME KING STRETCHES TOWARDS TABLE.

Timing:



EPISODE # 1014-116

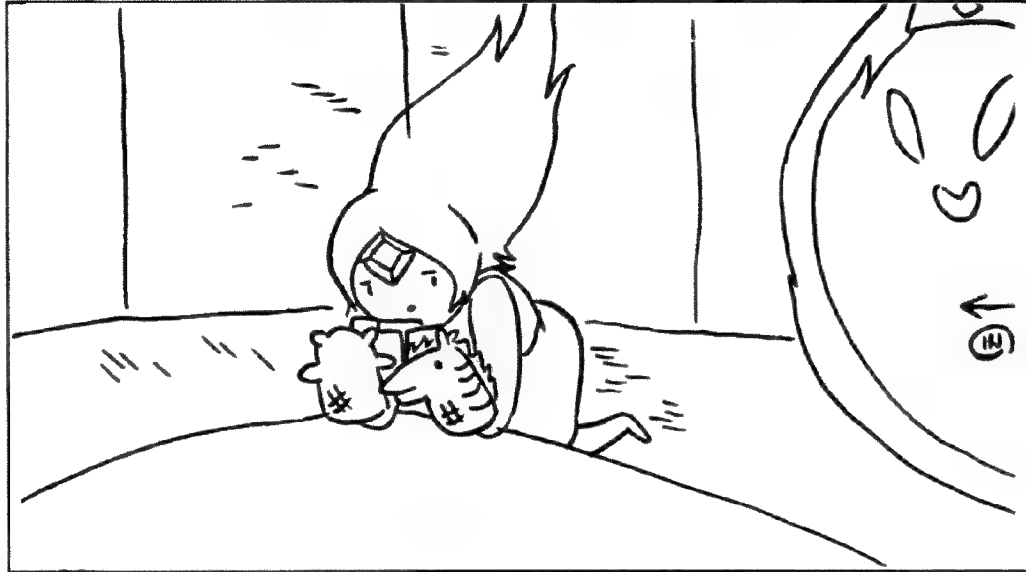
Production :

ADVENTURE TIME

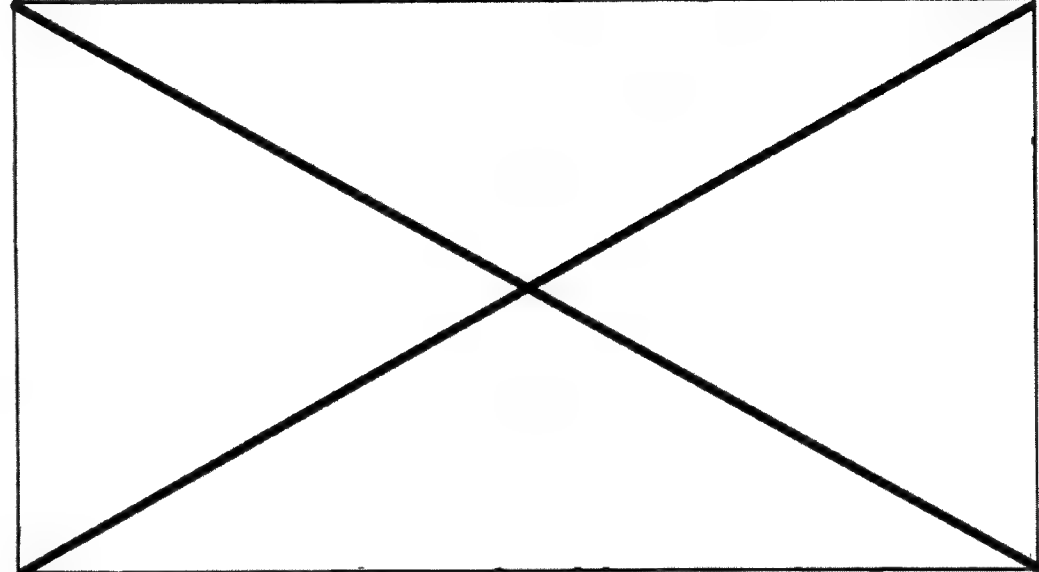


Page 14B

Sc. 9 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

FK: (QUICK WHISPER)
EVIL EVIL EVIL ...

Action:

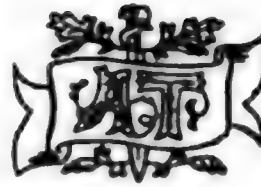
- FLAME KING'S HEAD SLOWLY SLIDES ON/S

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



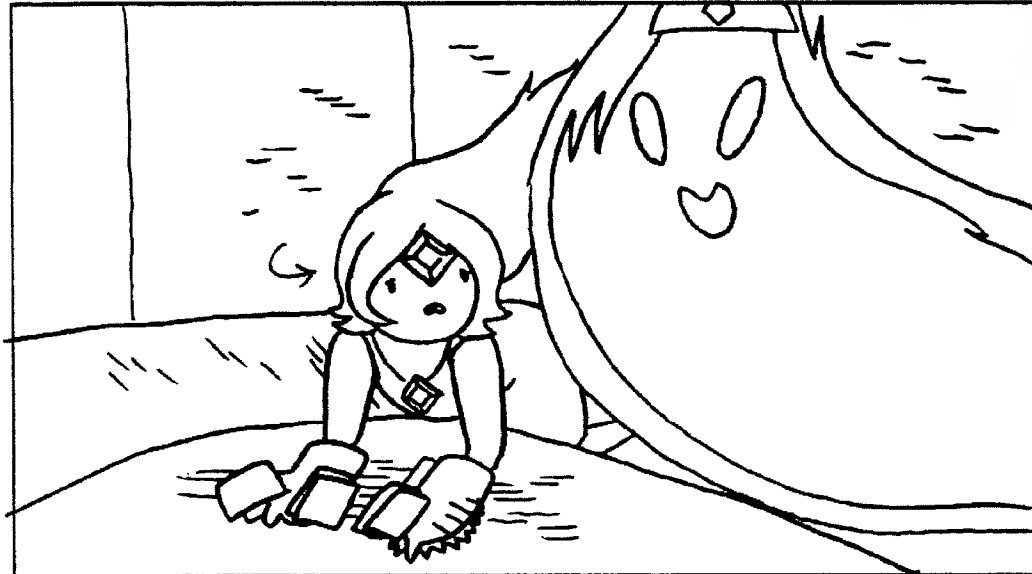
Page 15

Sc. 09

Pnl. C

Bg.

day night



Sc. 10

Pnl. A

Bg.

day night



1014-116

EPISODE #

Production :

Dialog:

FK: Evil, evil, evil, evil, evil...

J: Whoa! Flame King!

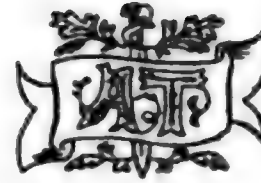
Action:

FK whispering quickly to FP.

Timing:



ADVENTURE TIME



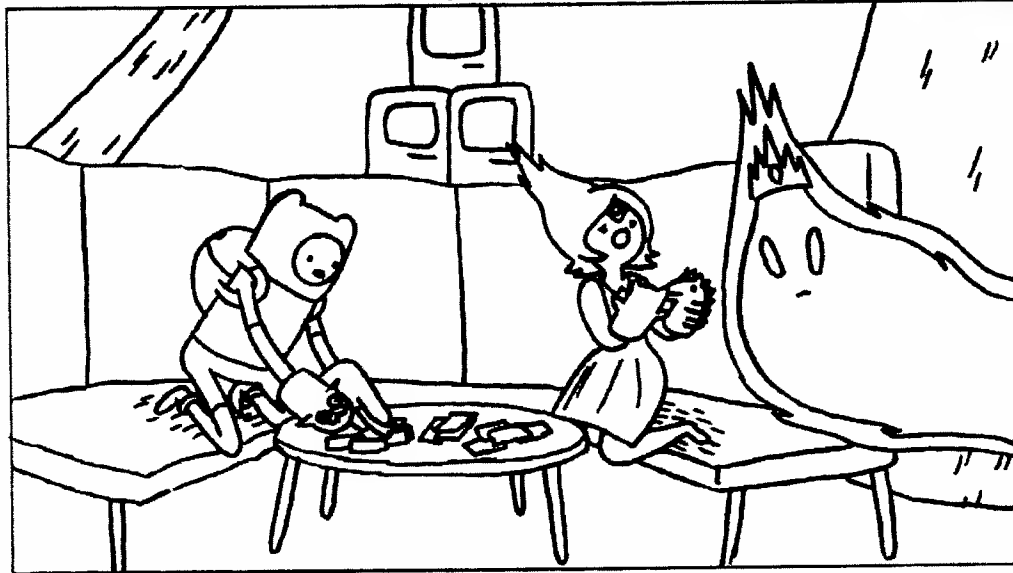
Page 16

Sc. 11

Pnl. A

Bg.

day night

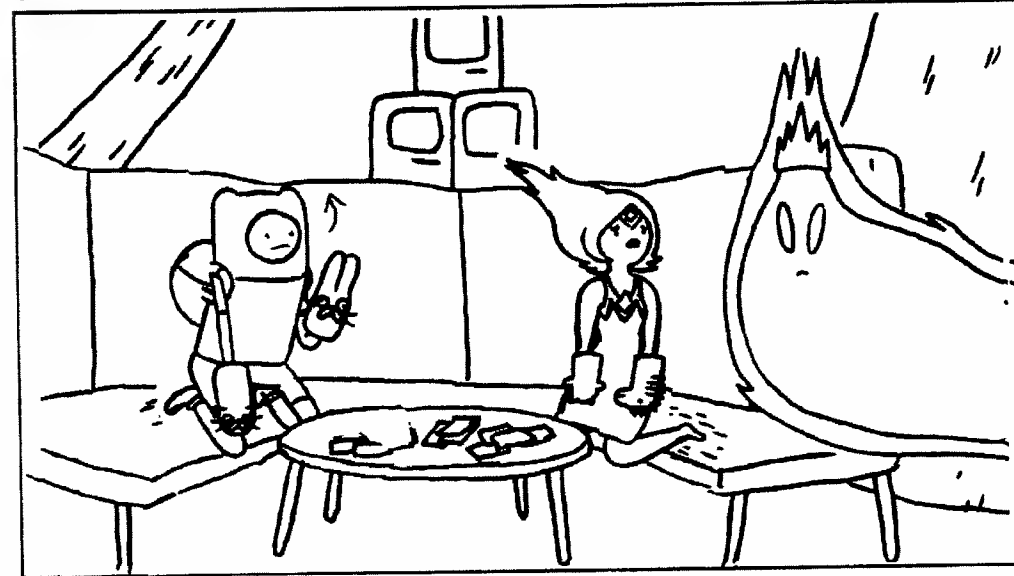


Sc. 11

Pnl. B

Bg.

day night



Dialog:

FP: Father?!

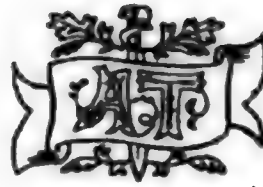
Action:

Timing:

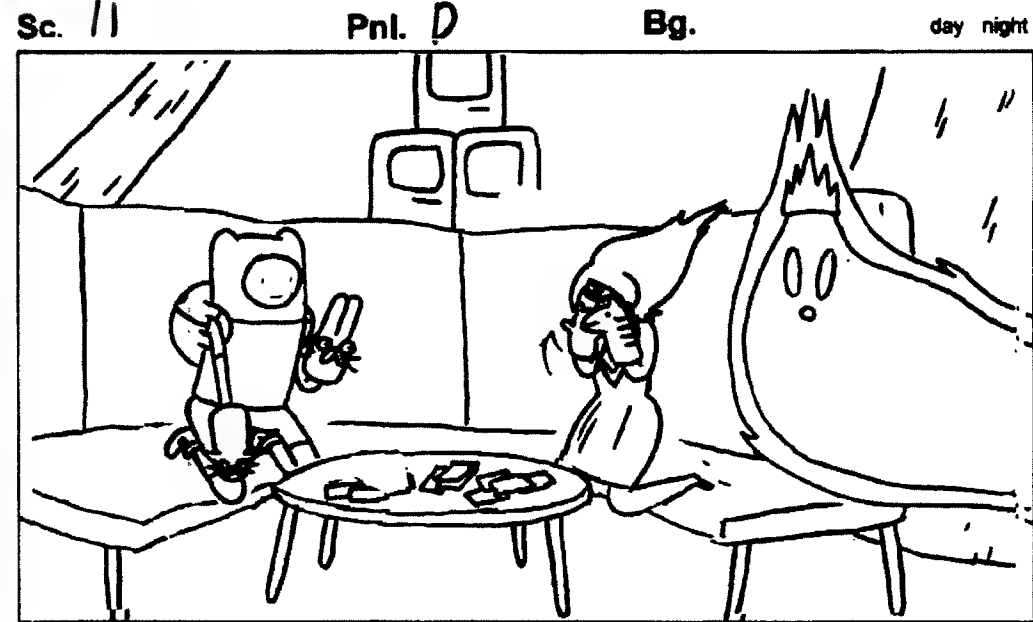
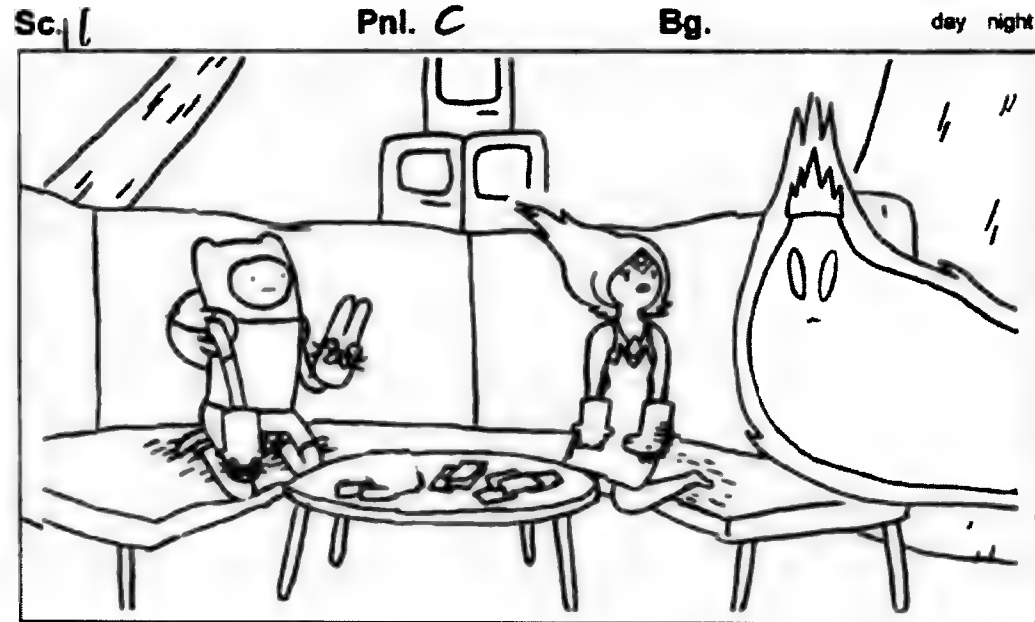
EPISODE # 1014-116

Production :

ADVENTURE TIME



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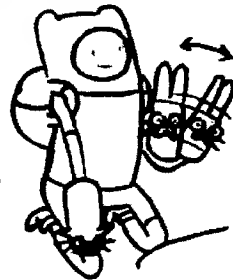
EPISODE # 1014-116

Production :

Dialog:

Action:

- Finn waves.

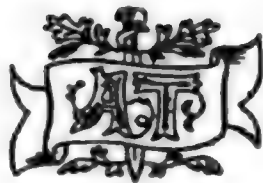


FK: Oh sorry! I thought my daughter was alone.

- FP COVERS HER FACE IN EMBARRASSMENT.

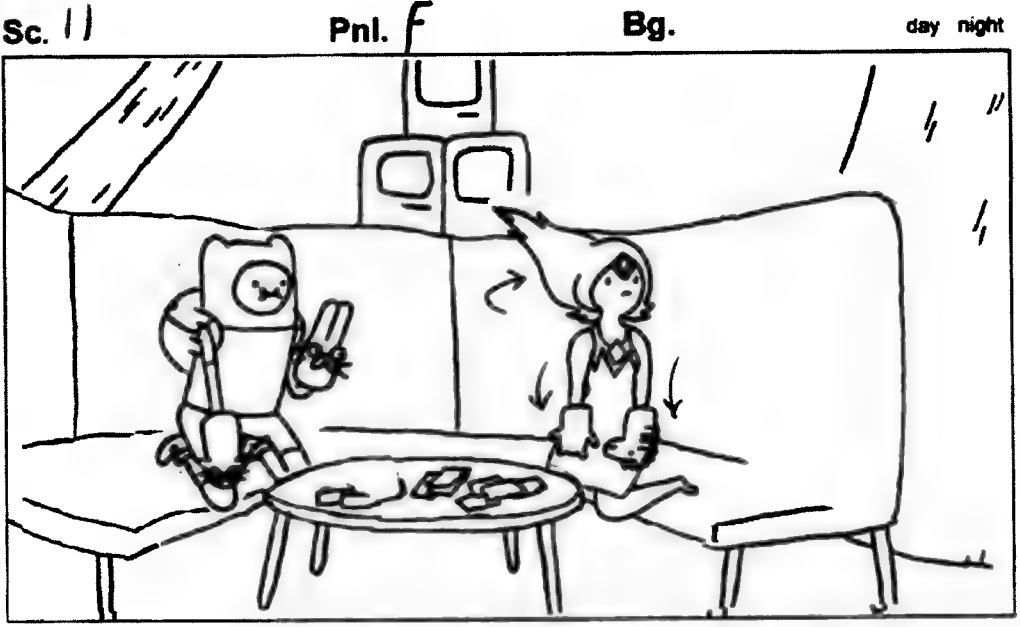
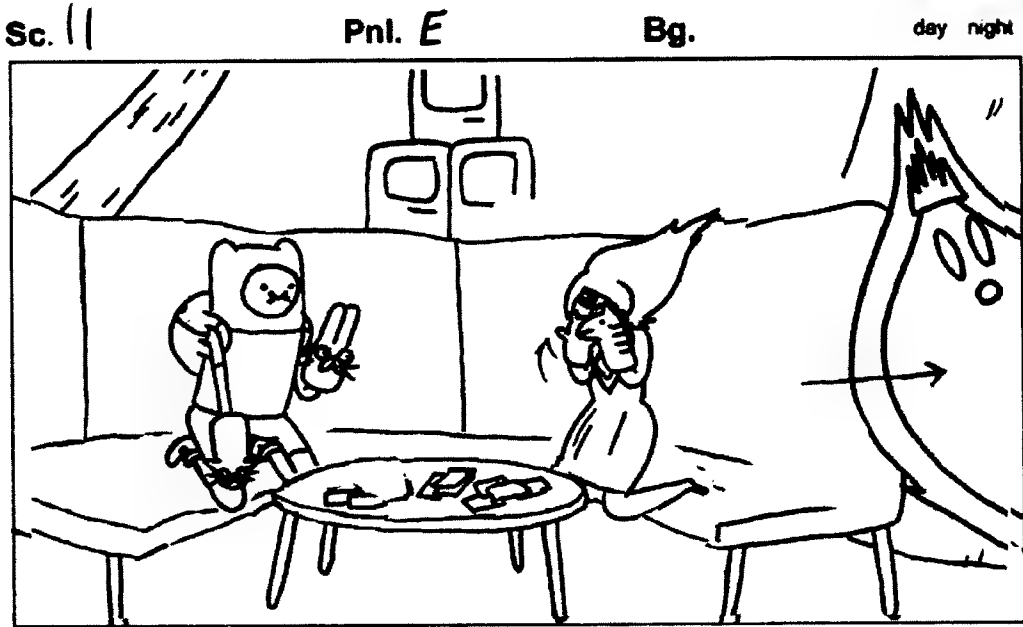
Timing:

ADVENTURE TIME



Page 18

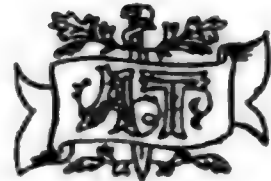
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| |
|----------------------------|
| Dialog: |
| FK: [CLEARS THROAT] |
| Action: |
| - Flame king SLIDES OFF/S. |
| Timing: |

EPISODE # 1U14-110 Production :

ADVENTURE TIME



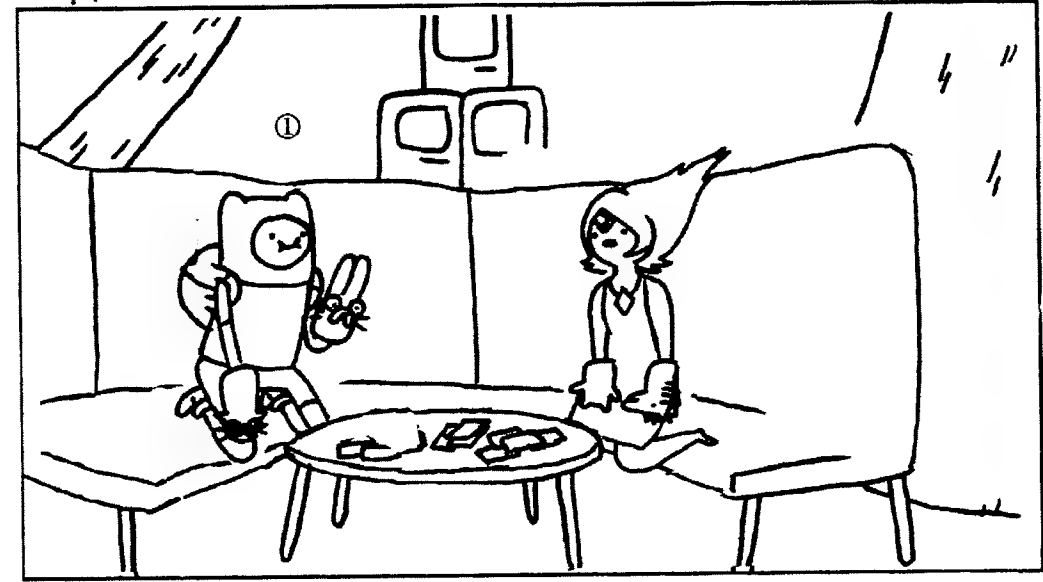
Page 19

Sc. 11

Pnl. G

Bg.

day night

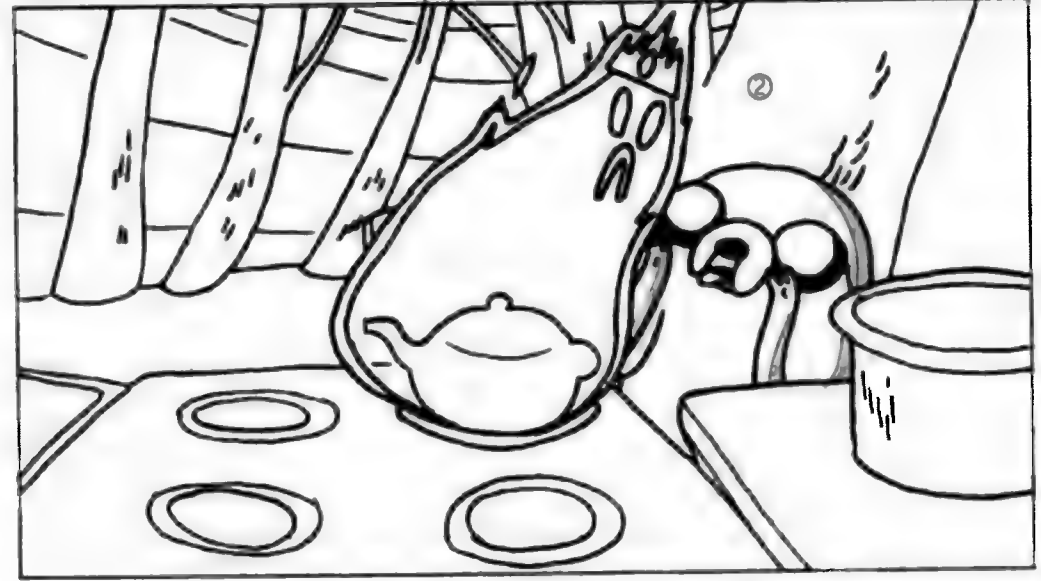


Sc. 12

Pnl. A

Bg.

day night



EPISODE # 1014-116

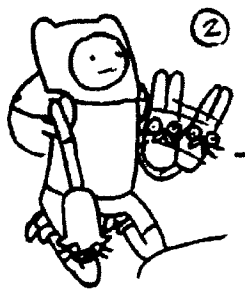
Production :

Dialog:

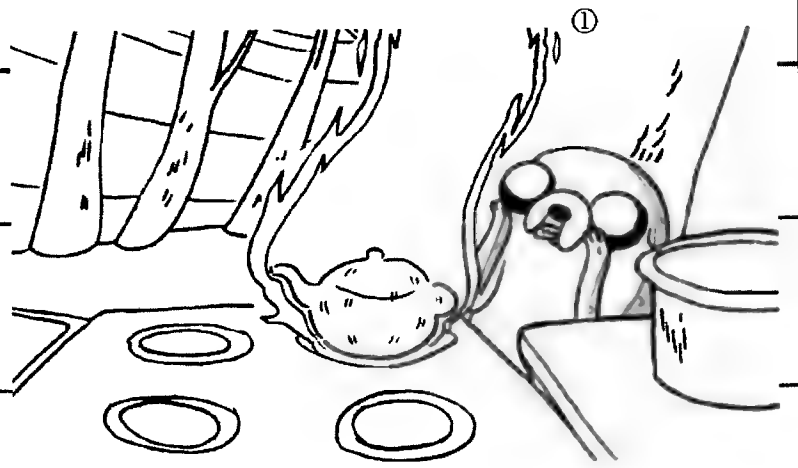
Action:

Timing:

- Finn waves.

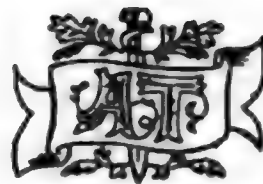


FK: I'LL JUST BE ... Going...
(TRAILS OFF)



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ADVENTURE TIME



Page 19A

Sc. 12

Pnl. C

Bg.

day night



Sc. 12

Pnl. D

Bg.

day night



Dialog:

FK: Uh...

FK: Nice Teapot.

Action:

Timing:

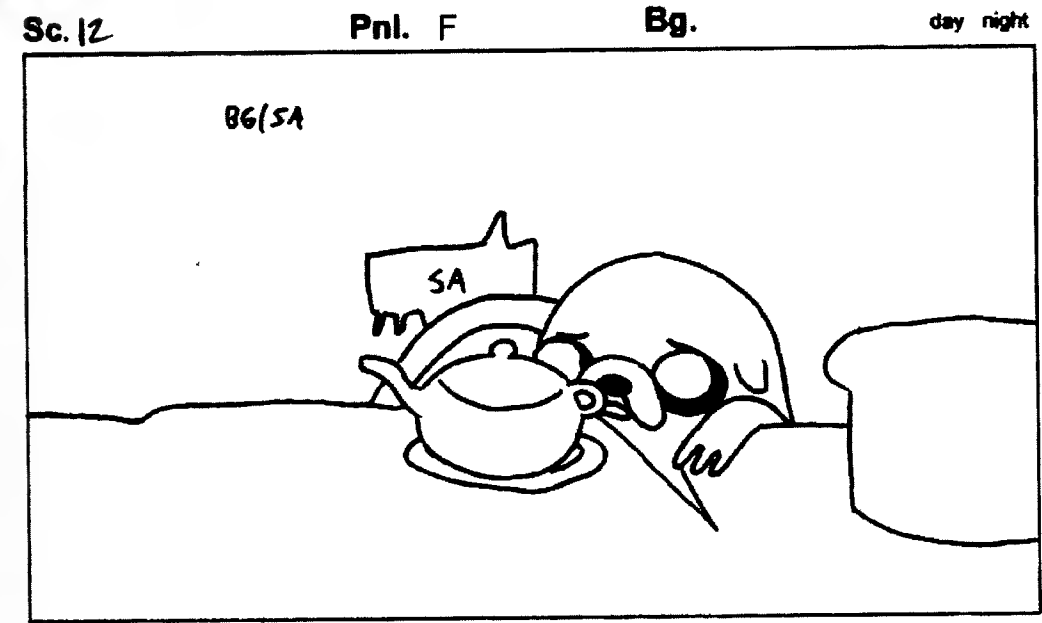
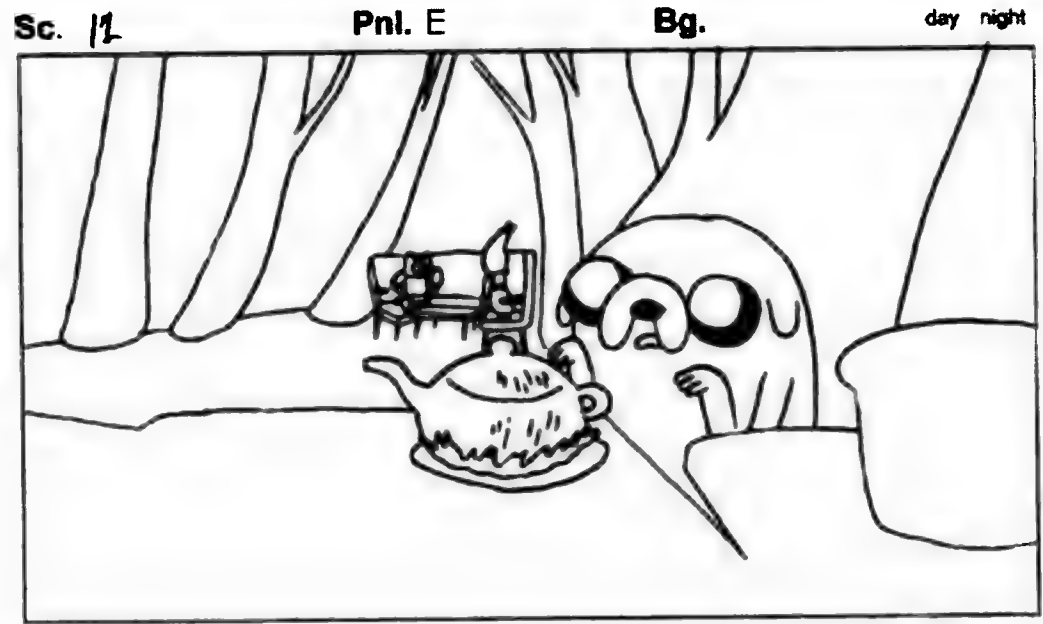
EPISODE # 1014-116

Production :

ADVENTURE TIME



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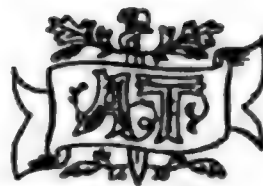
| | |
|----------------|--|
| Dialog: | |
| SFX: * CLICK * | |
| Action: | - Fk disappears back in the flames. - Jake turns off stove. |
| Timing: | |

EPISODE # 1014-116

Production :

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ADVENTURE TIME



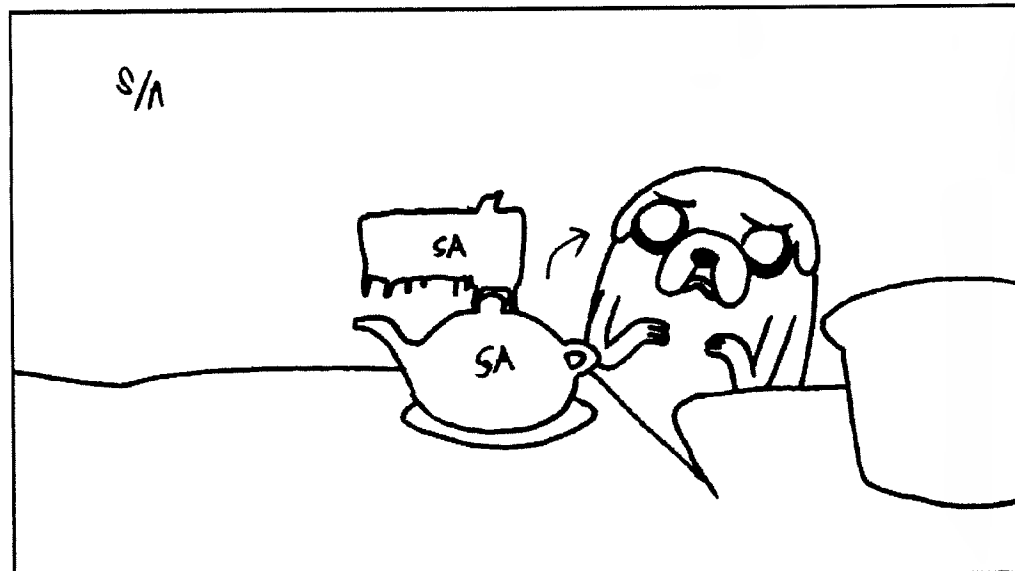
Page 21

Sc. 12

Pnl. G

Bg.

day night



Sc. 13

Pnl. A

Bg.

day night



1014-116

EPISODE #

Dialog:

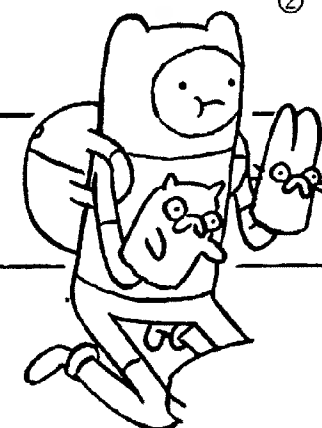
① UGHH.

② CHEESE GREASE...

Action:

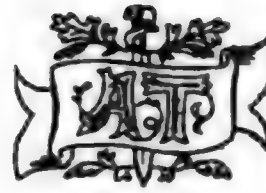
Jake scowls.

Timing:



Production :

ADVENTURE TIME



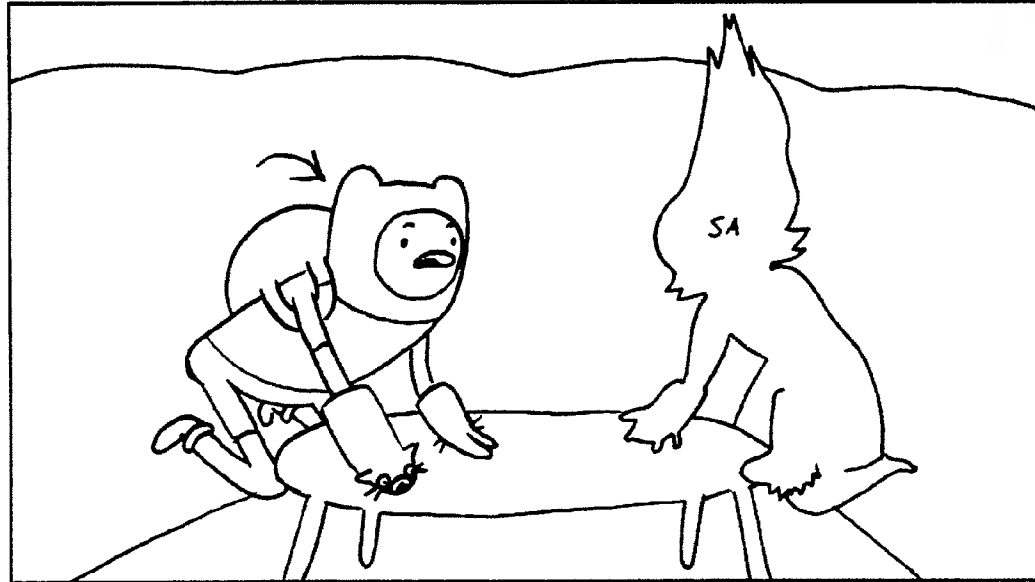
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Sc. 13

Pnl. B

Bg.

day night

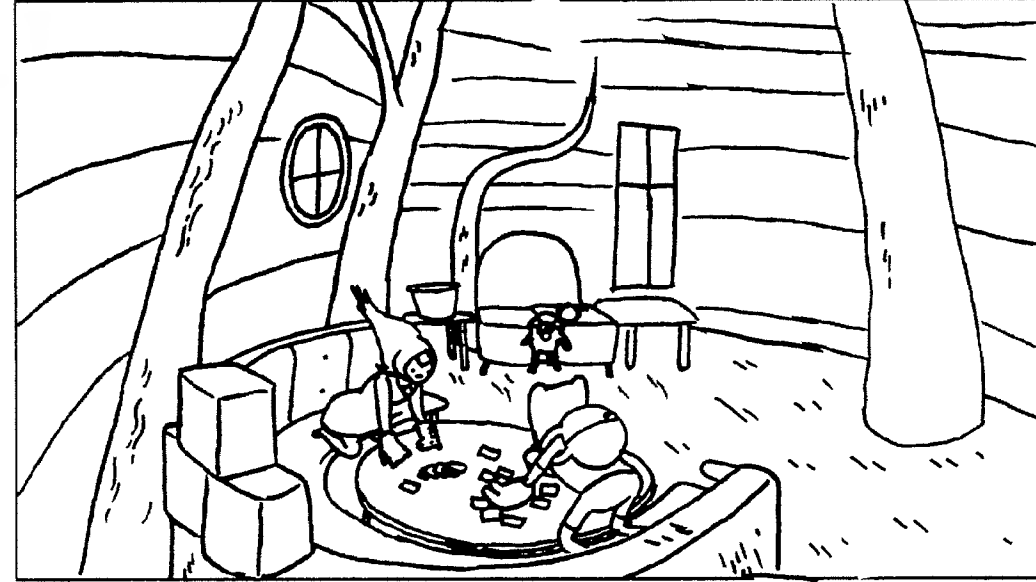


Sc. 14

Pnl. A

Bg.

day night



Dialog:

(F)

what was THAT?

J: He was saying "evil, evil, evil, over and over again."

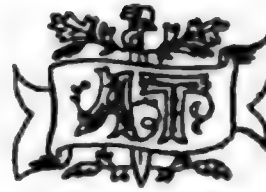
Action:

Timing:

EPISODE # 1014-116

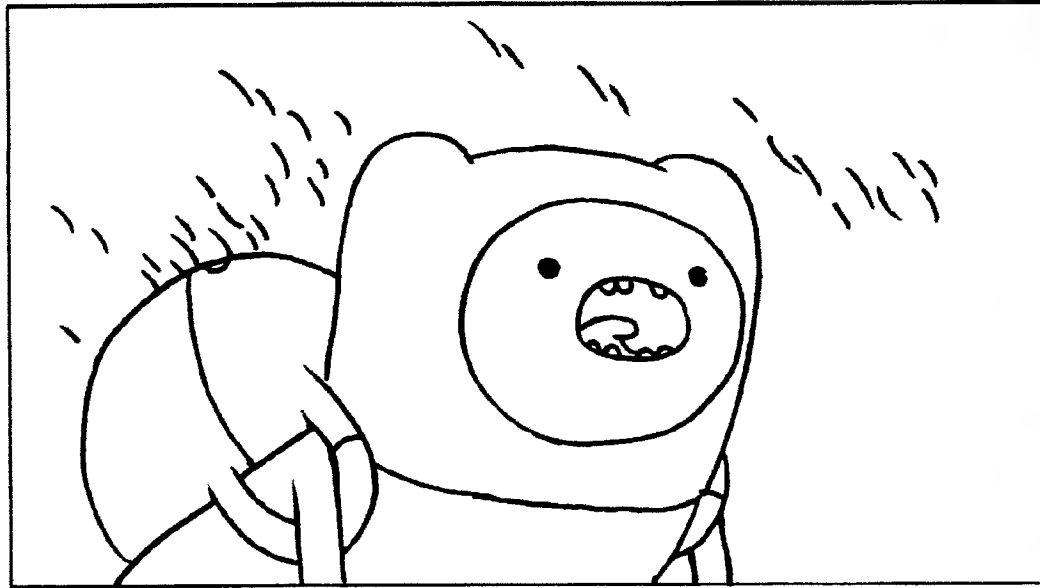
Production :

ADVENTURE TIME

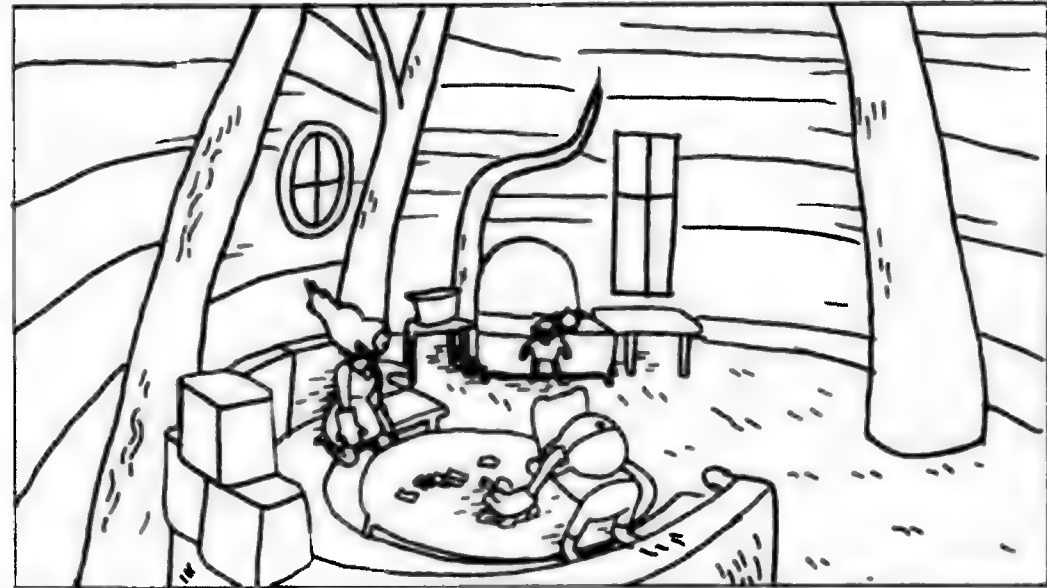


Page 23

Sc. 15 Pnl. A Bg. day night



Sc. 16 Pnl. A Bg. day night



Dialog:

Ⓕ Yeah I heard.

Ⓖ Oh I wasn't sure if you heard 'cause he was whispering.

Action:

- F + FP LOOK OVER AT JAKE.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



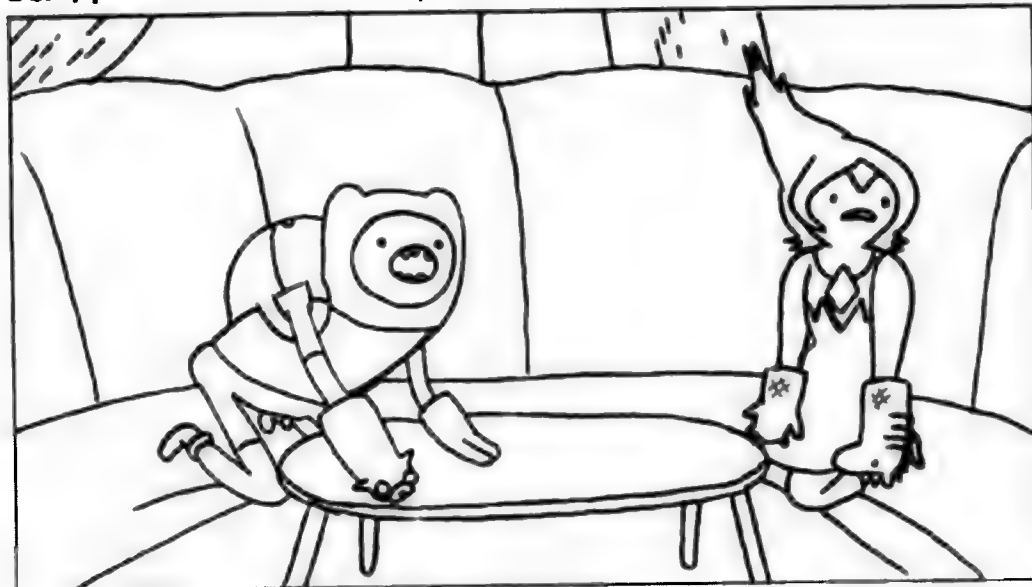
Page 24

Sc. 17

Pnl. A

Bg.

day night

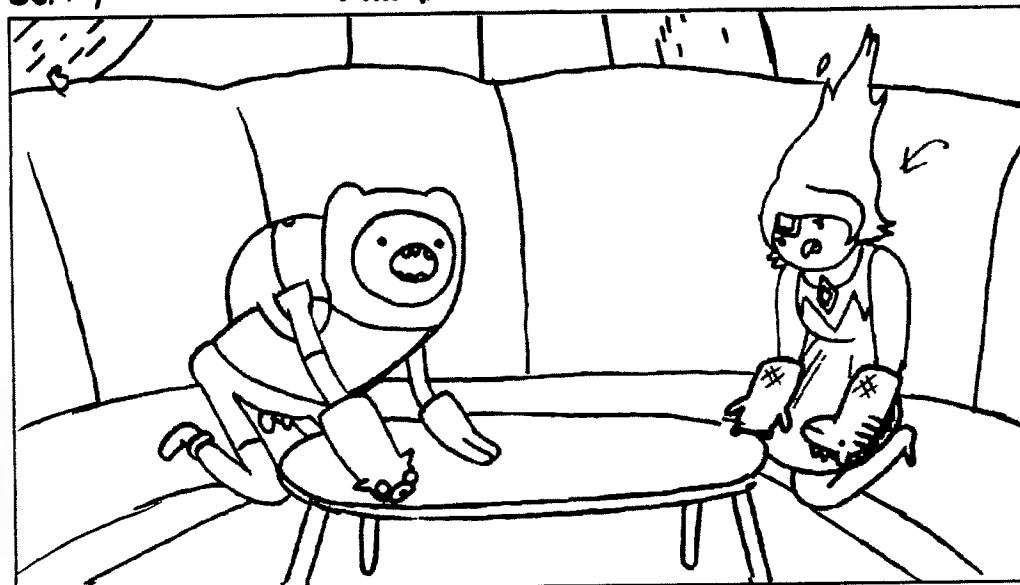


Sc. 17

Pnl. B

Bg.

day night



Dialog:

(F) Yeah I heard.

(FP) Ugh, he's so annoying.

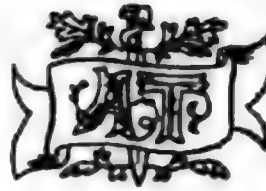
Action:

Timing:

EPISODE# 1014-116

Production :

ADVENTURE TIME



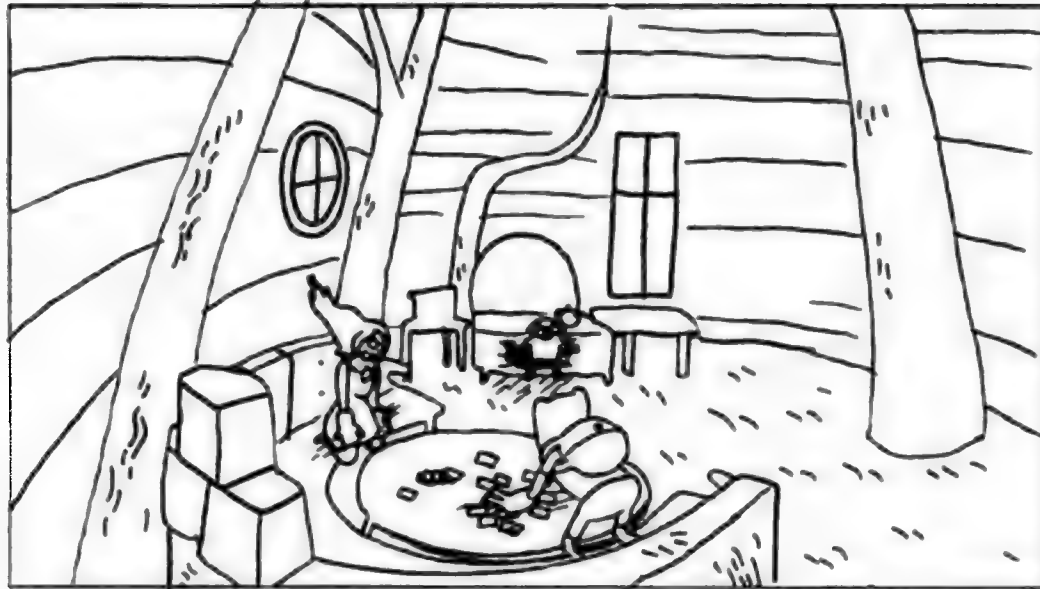
Page 25

Sc. 18

Pnl. A

Bg.

day night

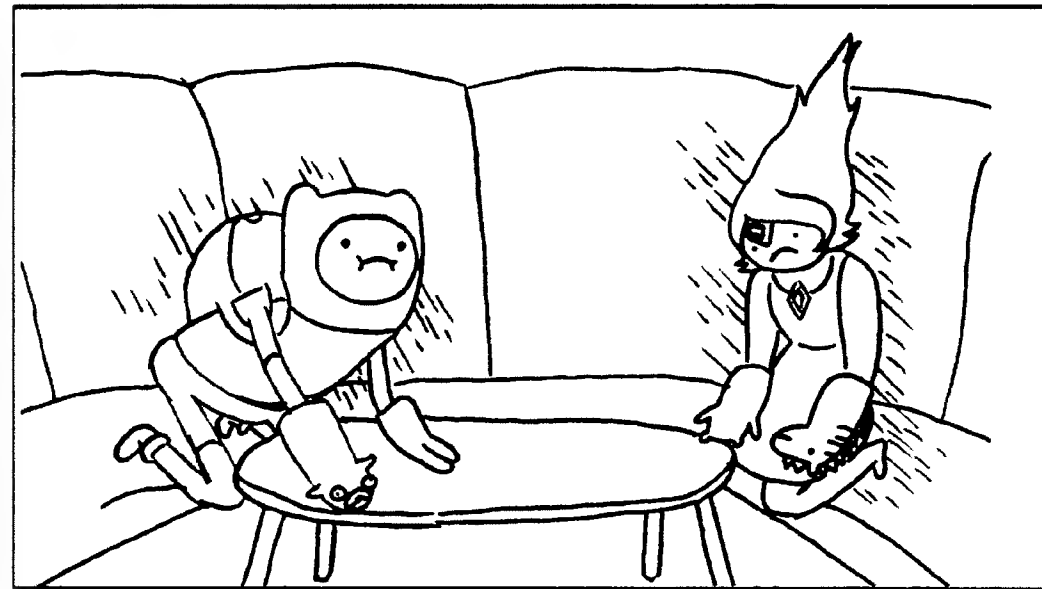


Sc. 19

Pnl. A

Bg.

day night



Dialog: J: I was just trying to help!

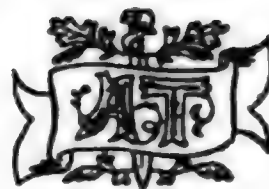
Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



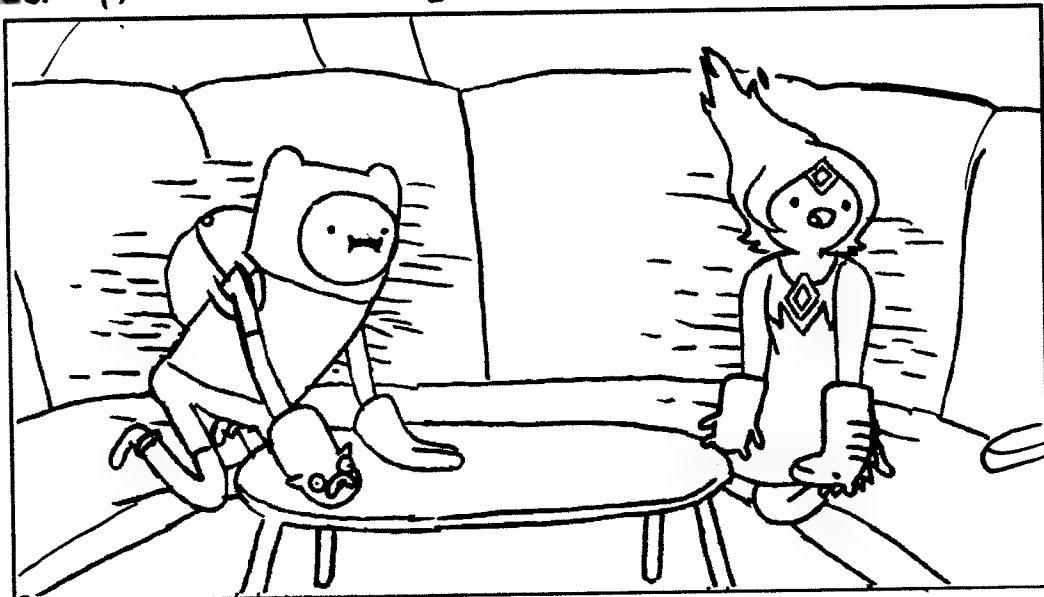
Page 26

Sc. 19

Pnl. B

Bg.

day night

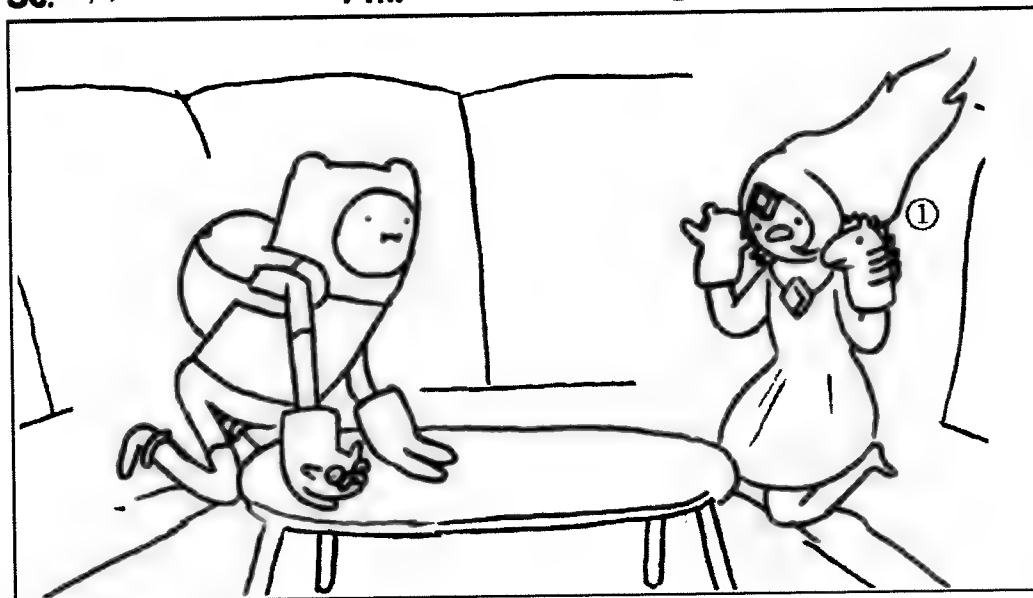


Sc. 19

Pnl. C

Bg.

day night



Dialog:

FP: Oh no, not you Jake, my dad.

FP:

I always catch him whispering stuff into my ear while I'm not paying attention.

Action:

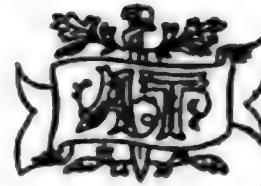
Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME



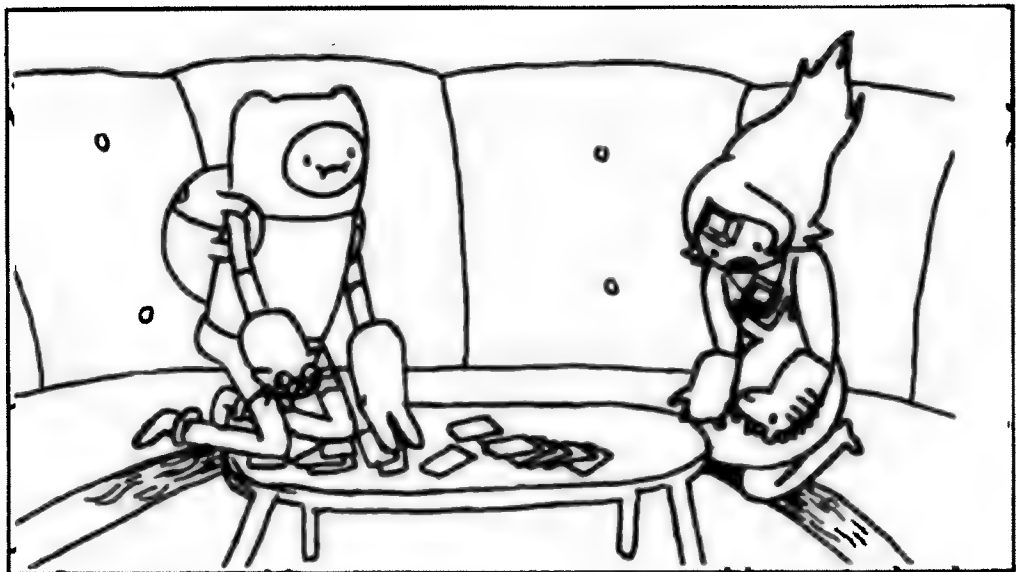
Page 27

Sc. 19

Pnl. D

Bg.

day night

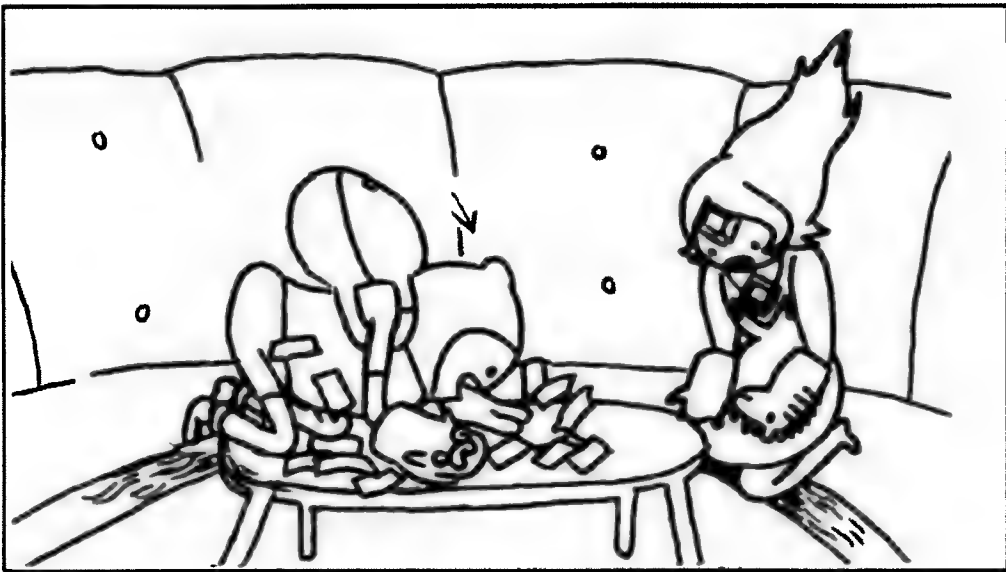


Sc. 19

Pnl. E

Bg.

day night

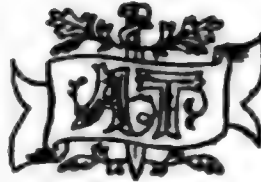


| | |
|---------|-------------------------------|
| Dialog: | fp: He keeps saying I'm evil. |
| Action: | |
| Timing: | |

EPISODE # 1014-116

Production :

ADVENTURE TIME



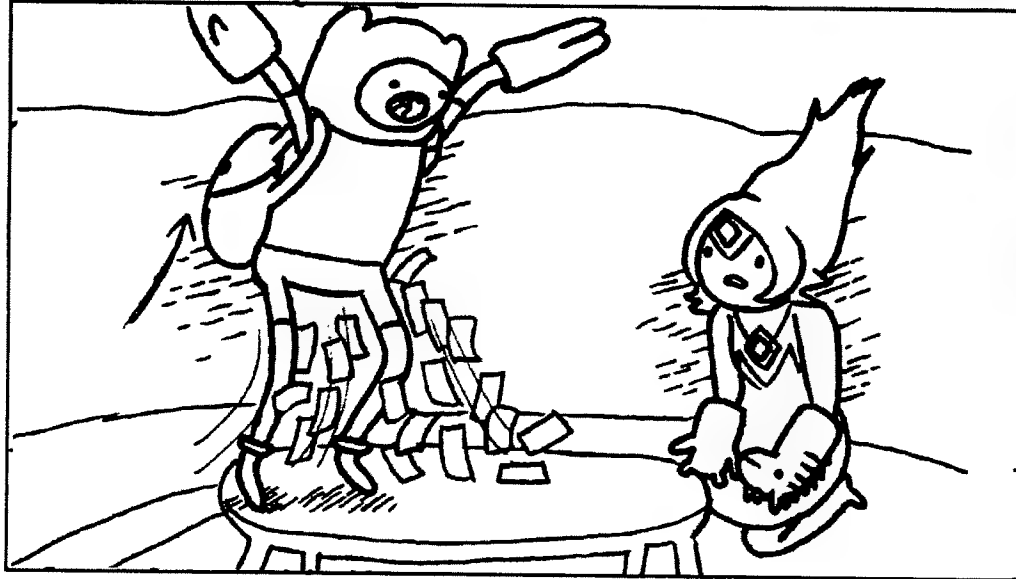
Page 28

Sc. 18

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

Sc.

Pnl. G

Bg.

day night



F/ WOAH!

- ADJ. UP TO CATCH UP TO FINN.

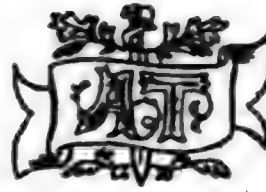
EPISODE # 1014-116

stop

start

Production :

ADVENTURE TIME



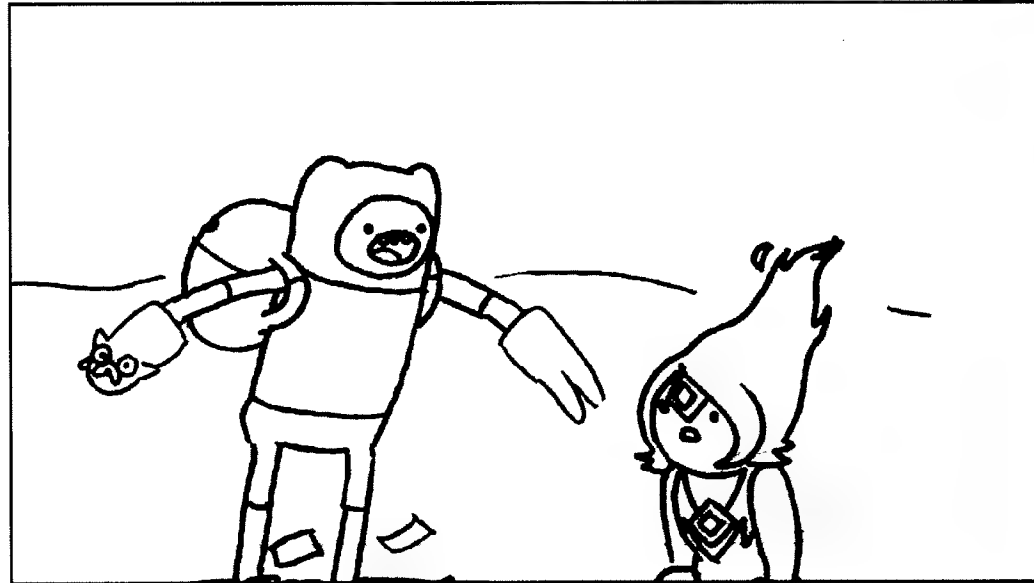
Page 29

Sc. 17

Pnl. H

Bg.

day night



Sc. 19

Pnl. I

Bg.

day night



EPISODE # 1014-116

Production :

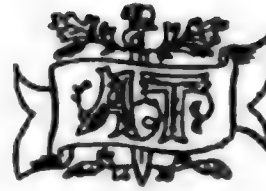
Dialog:

Action:

- Finn flings off mits.

Timing:

ADVENTURE TIME



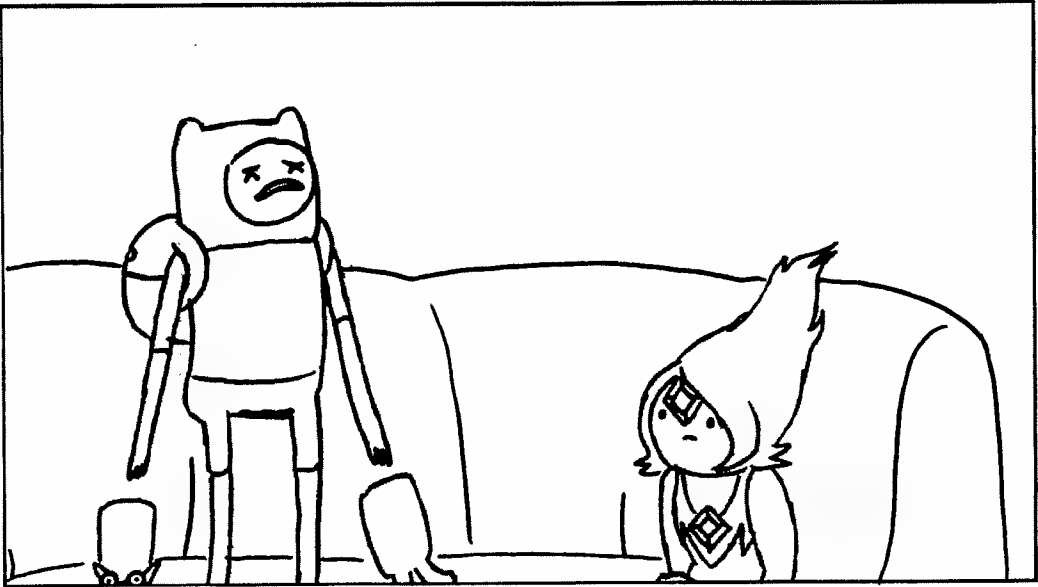
Page 30

Sc. 18

Pnl. J

Bg.

day night

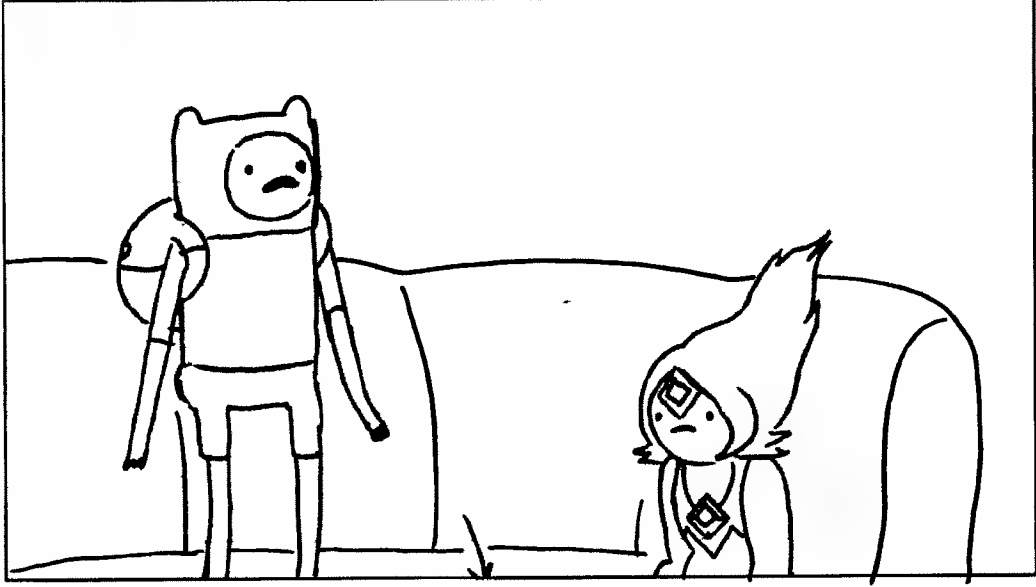


Sc. 19

Pnl. K

Bg.

day night



Dialog:

Action:

- Bunny mitt bounces off table.
- CAT MITT FALLS OFF/S.

- BUNNY MITT FALLS OFF/S

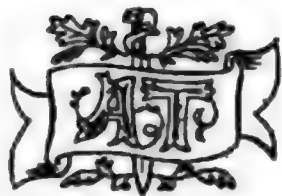
Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME

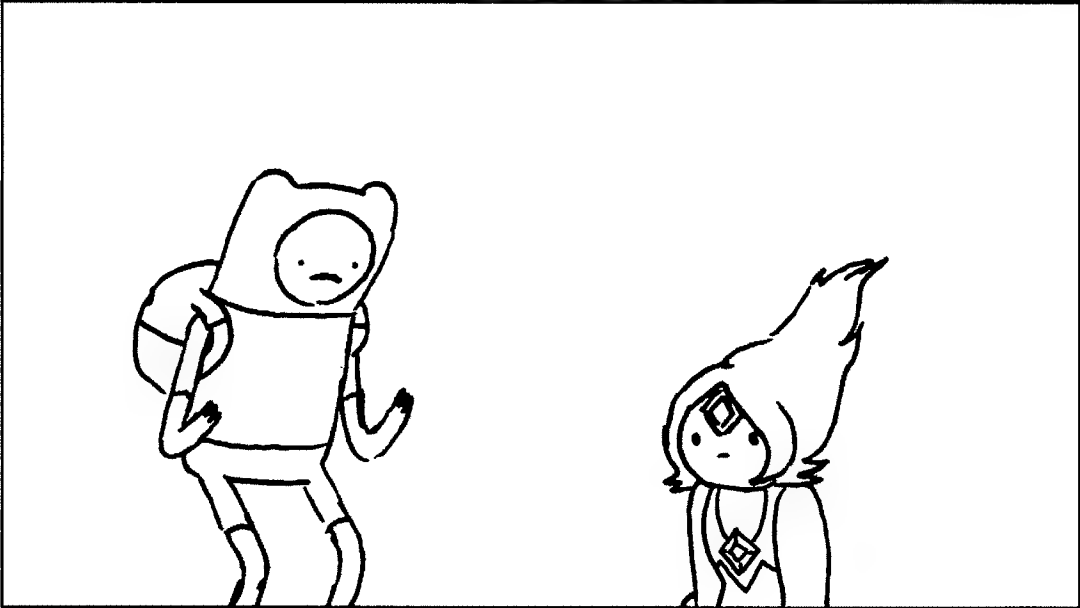


Sc. 19

Pnl. L

Bg.

day night

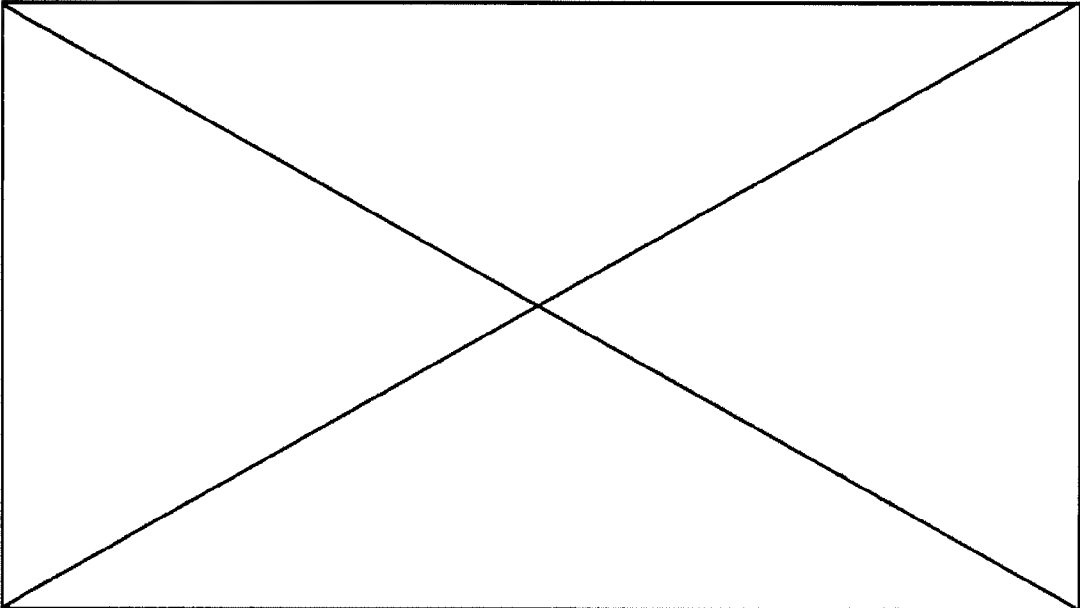


Sc.

Pnl.

Bg.

day night



Dialog:

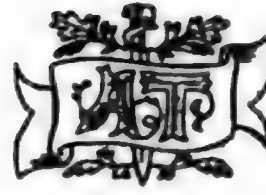
Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



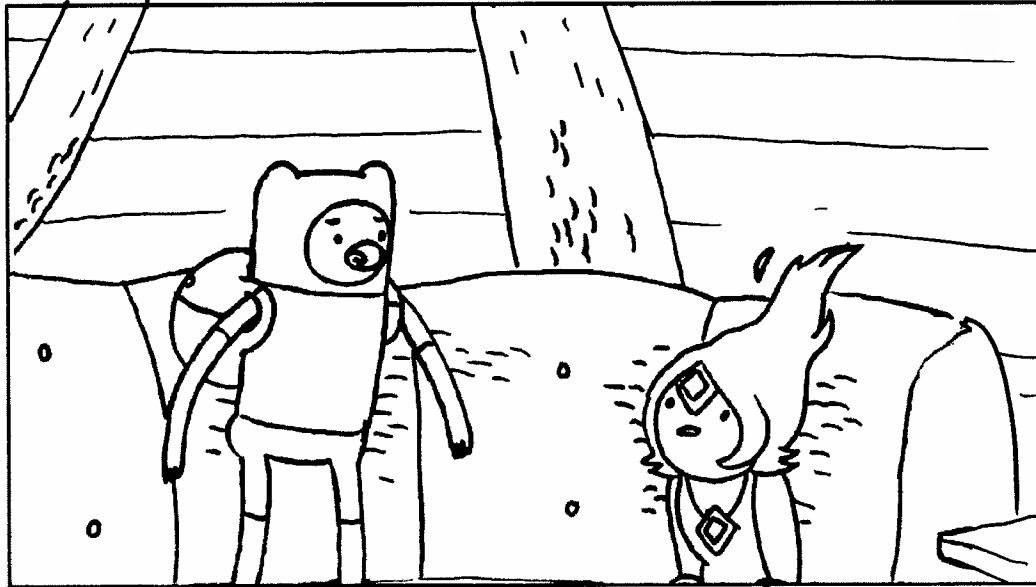
Page 31

Sc. 19

Pnl. L

Bg.

day night

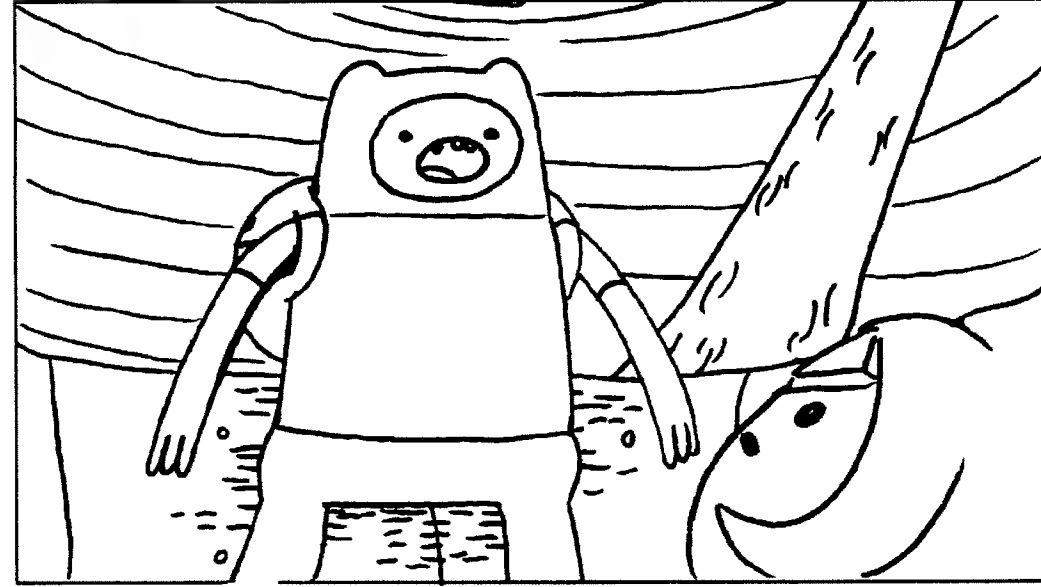


Sc. 20

Pnl. A

Bg.

day night



Dialog:

F: you best not be believing
that wack bunk!

F: I bet he's trying to make your life bad...

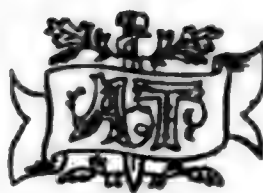
Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



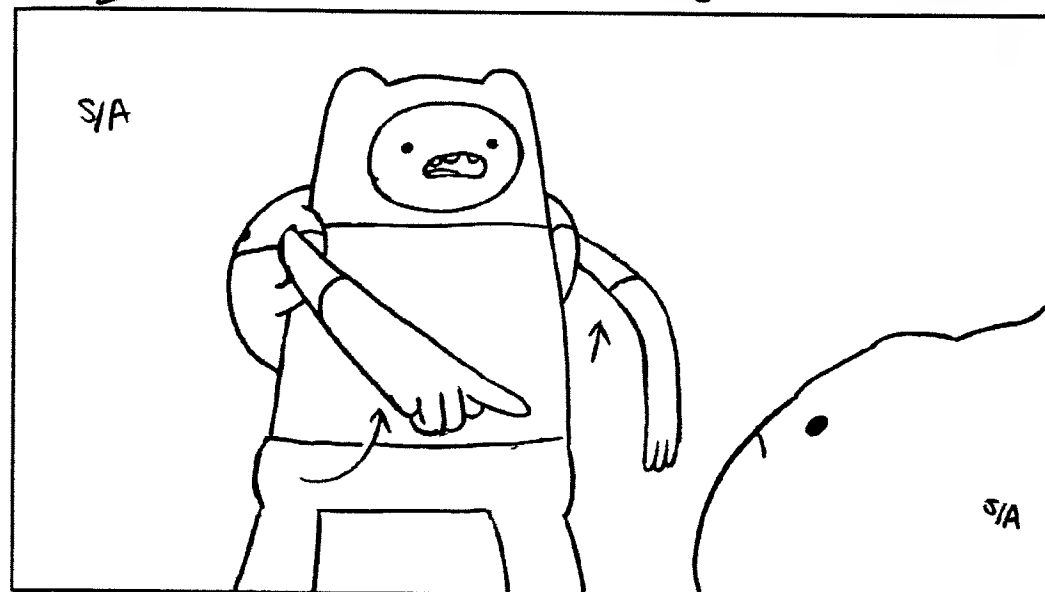
Page 31 A

Sc. 20

Pnl. B

Bg.

day night

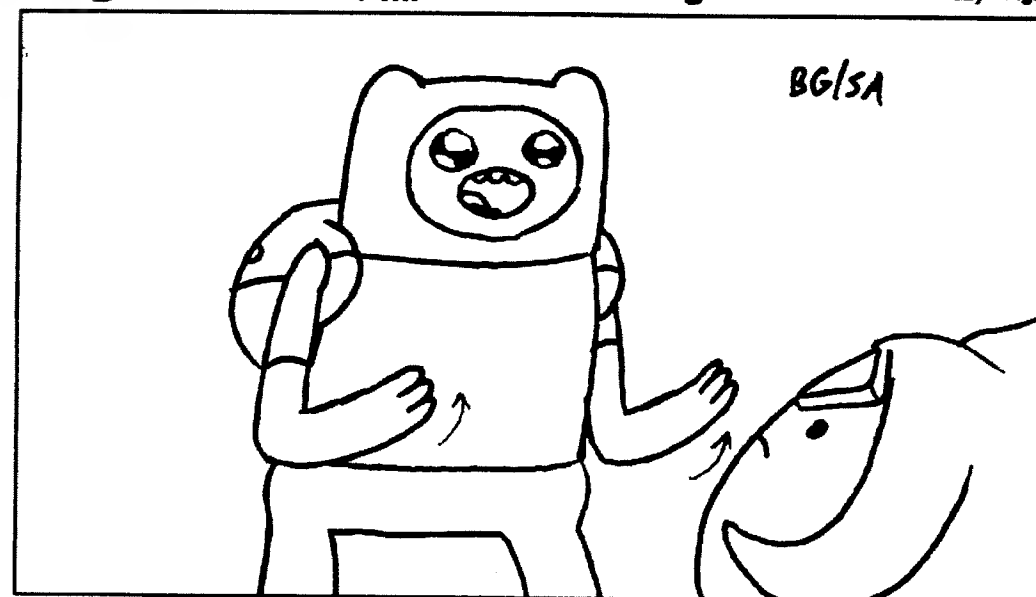


Sc. 20

Pnl. C

Bg.

day night



Dialog:

Ⓔ SO YOU THINK YOU'RE EVIL ...

Ⓕ BUT YOU'RE REALLY NOT.

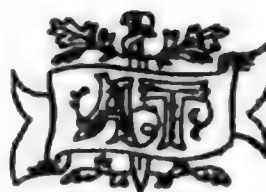
Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



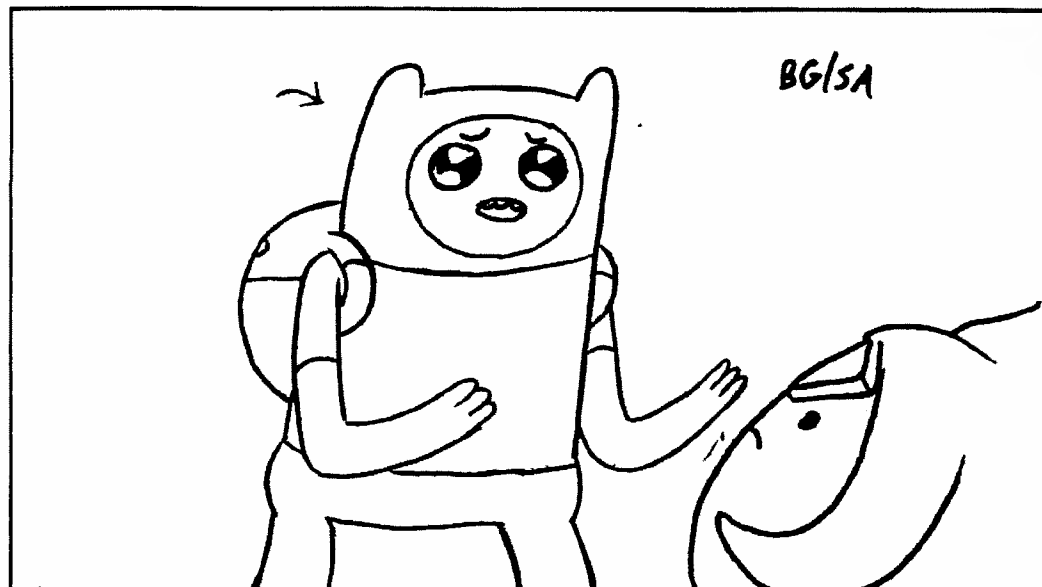
Page 32

Sc. 20

Pnl. B

Bg.

day night



Sc. 21

Pnl. A

Bg.

day night



Dialog:

F: (SINCERE, HUSHED) I KNOW YOU'RE NOT. FP: How can I know for sure?

Action:

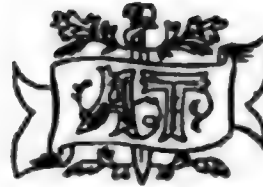
-FINN LEANS FORWARD, SUPER SINCERE AND HUSHED.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



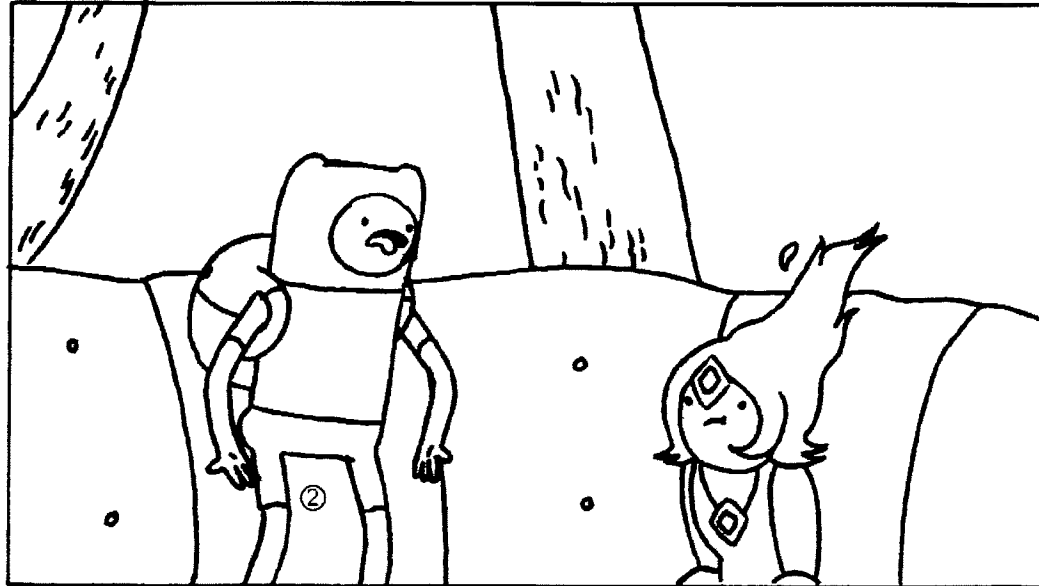
Page 33

Sc. 22

Pnl. A

Bg.

day night

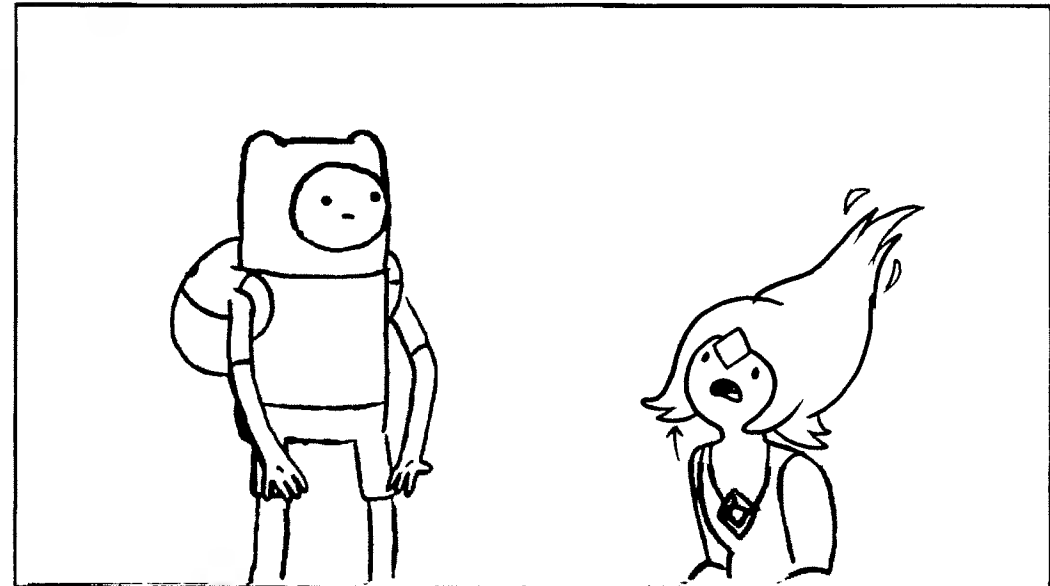


Sc. 22

Pnl. B

Bg.

day night



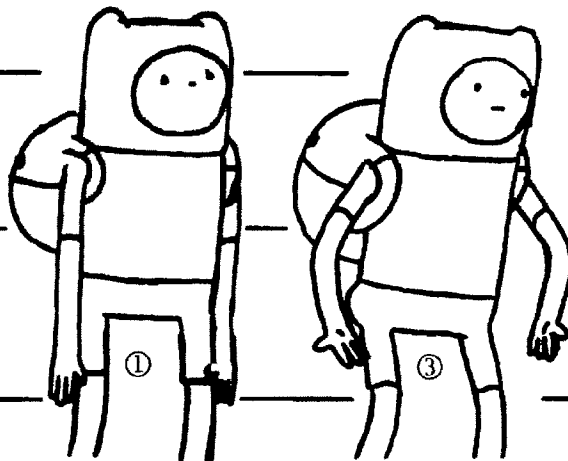
Dialog:

F: Dungeons.

FP: What?

Action:

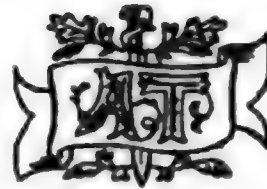
Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 34

Sc. 21

Pnl. C

Bg.

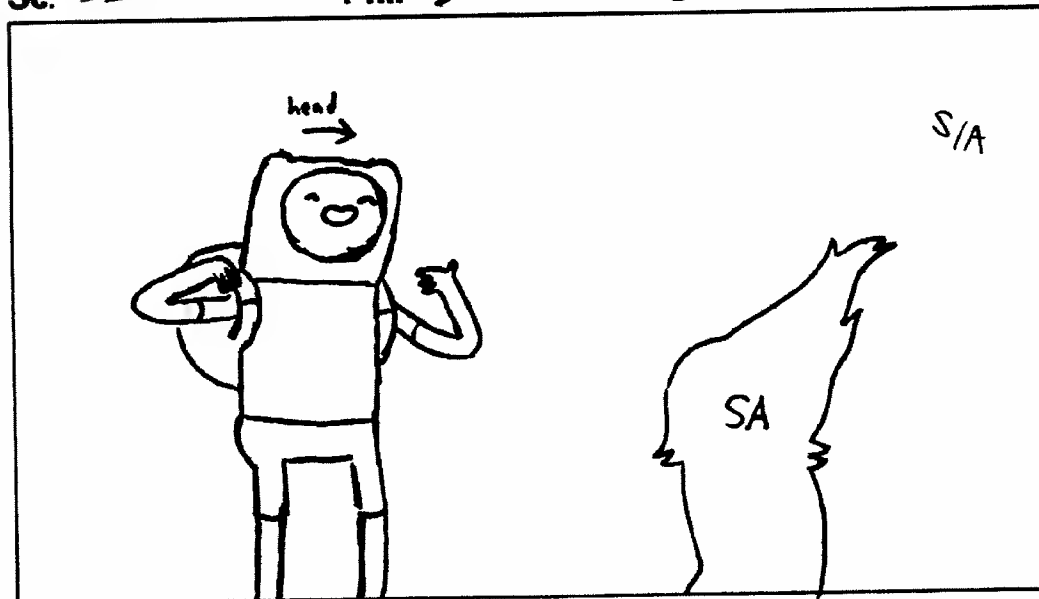
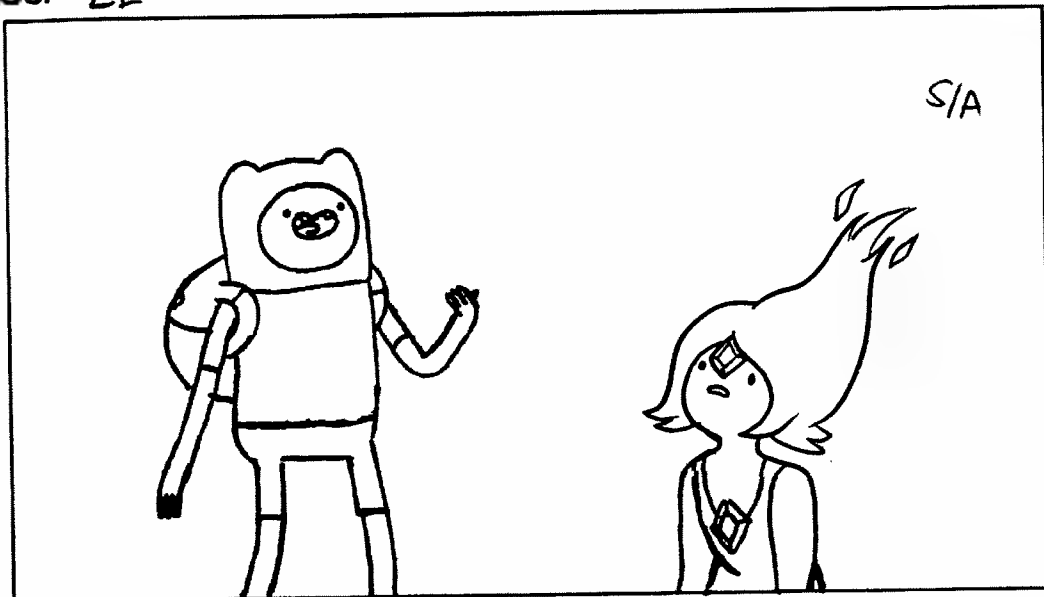
day night

Sc. 22

Pnl. D

Bg.

day night



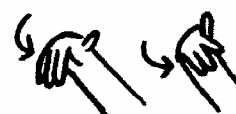
Dialog:

F: Let's go have a good time in a
dungeon or something.

F: That always clears my head
and reminds me what's
what.

Action:

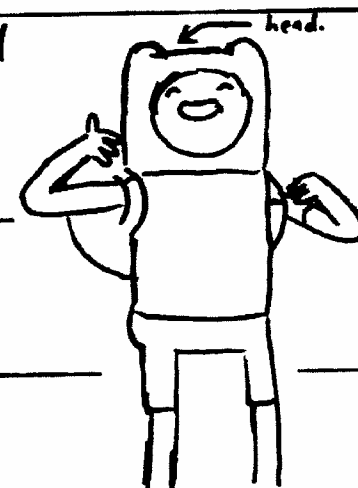
1. head- side to side.
2. circling hand at wrist.



L. HAND



R. HAND

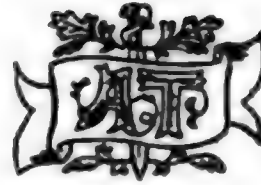


Timing:

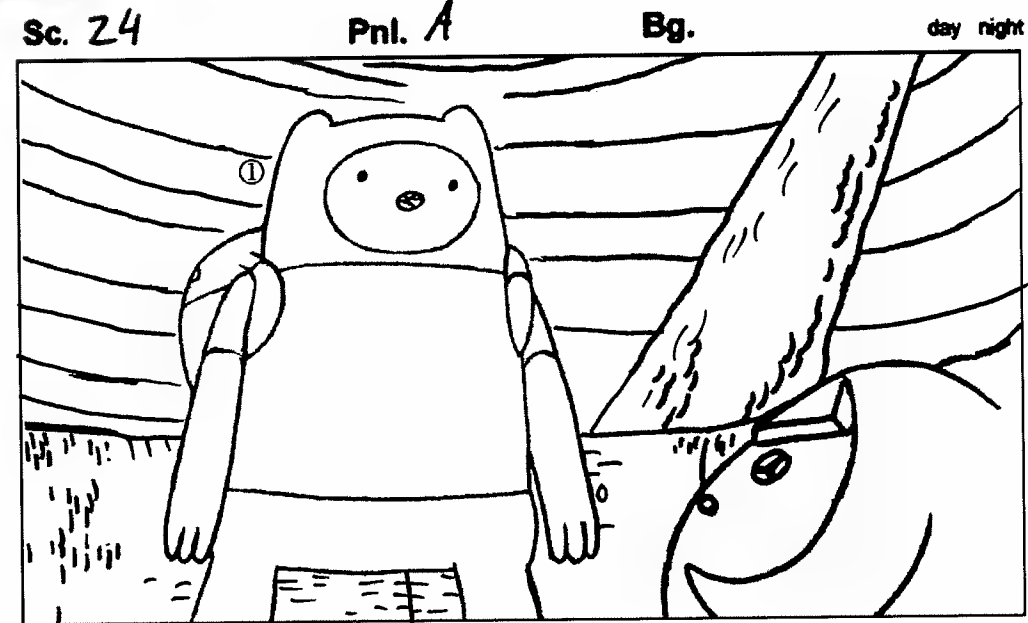
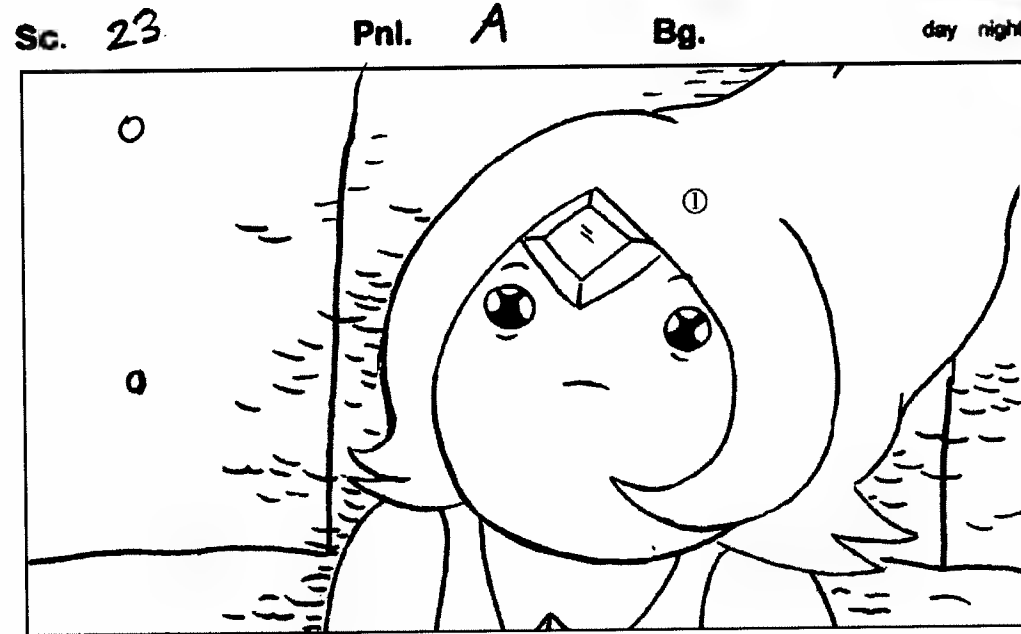
EPISODE# 1014-116

Production :

ADVENTURE TIME



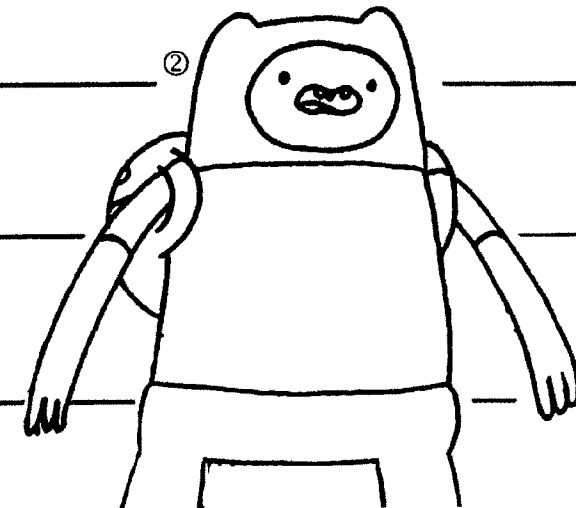
Page 35



Dialog: FP And that'll make me good? F: No, that'll show you not to worry so much.

Action:

Timing:



EPISODE # 1014-116

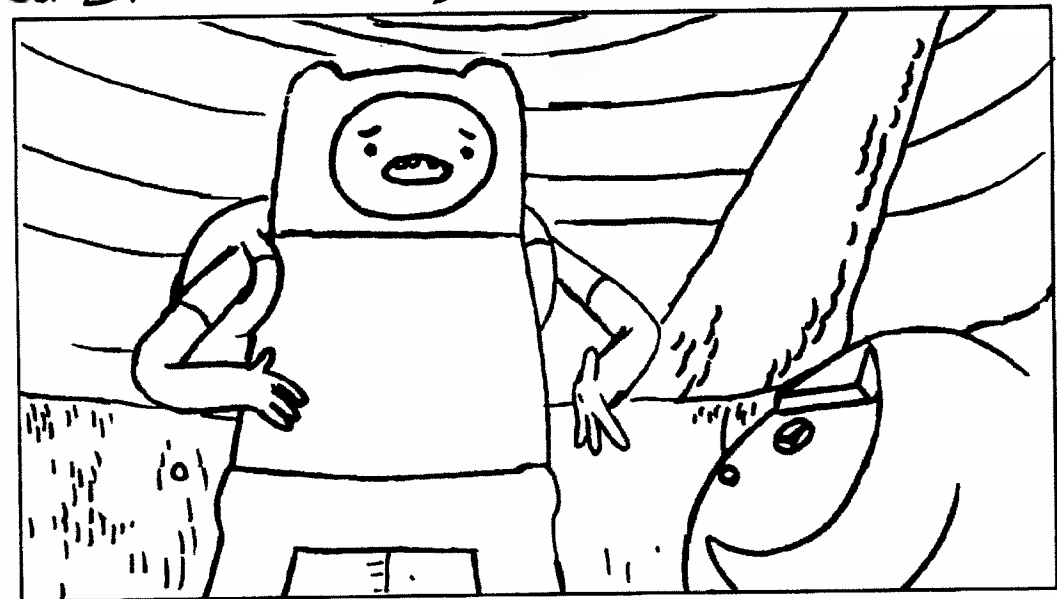
Production :

ADVENTURE TIME

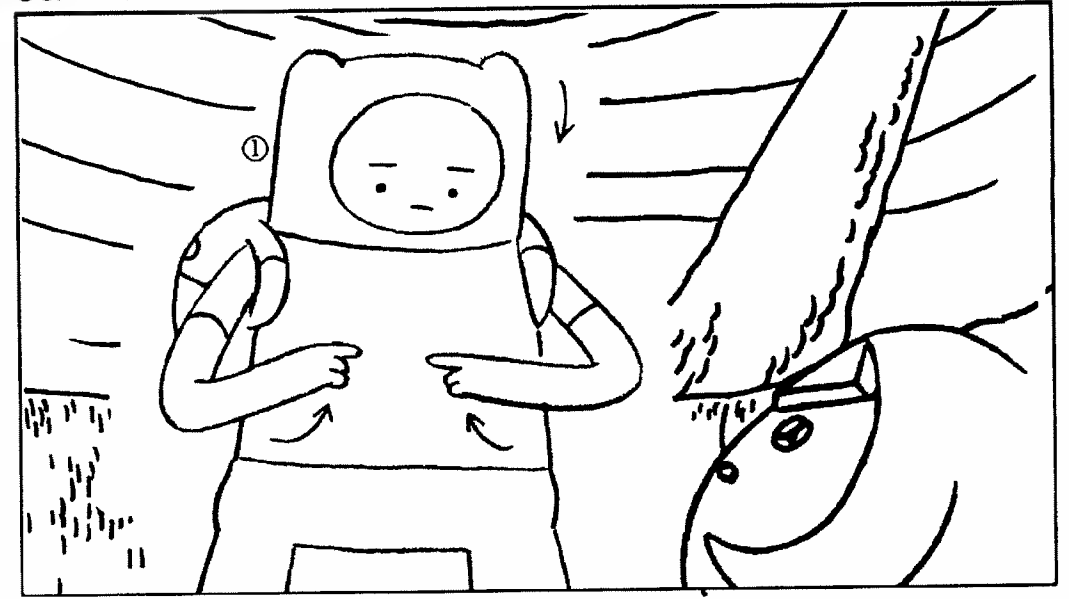


Page 36

Sc. 24 Pnl. B Bg. day night

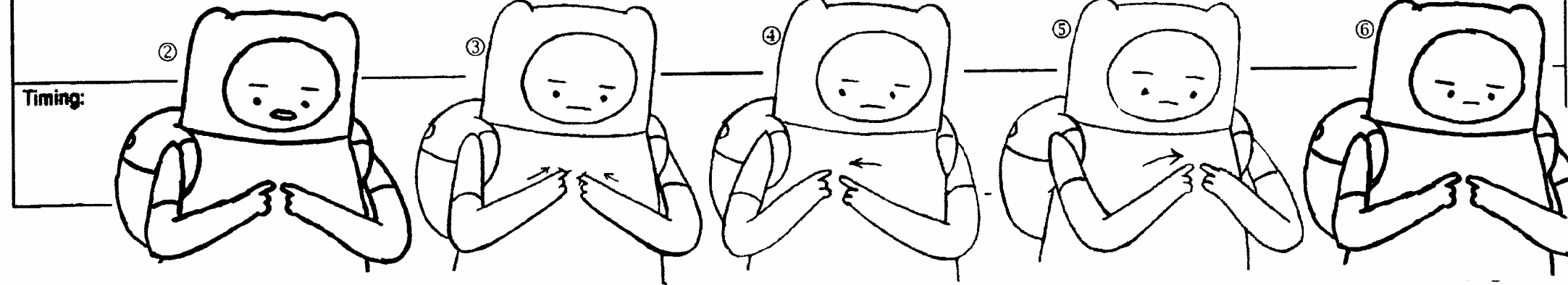


Sc. 24 Pnl. C Bg. day night



Dialog: F: 'cause you're already good... F: in here.

Action: -FINN LOOKS DOWN. -FINN SEARCHES AROUND CHEST FOR HEEART

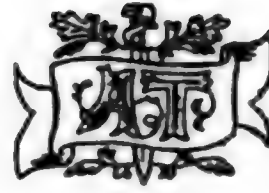


EPISODE # 1014-116

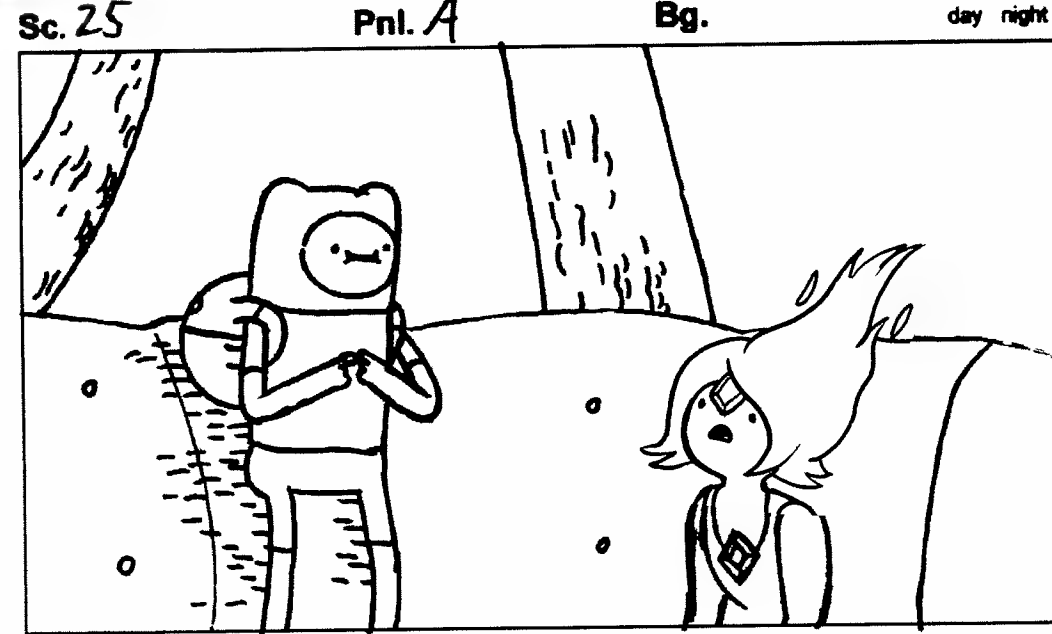
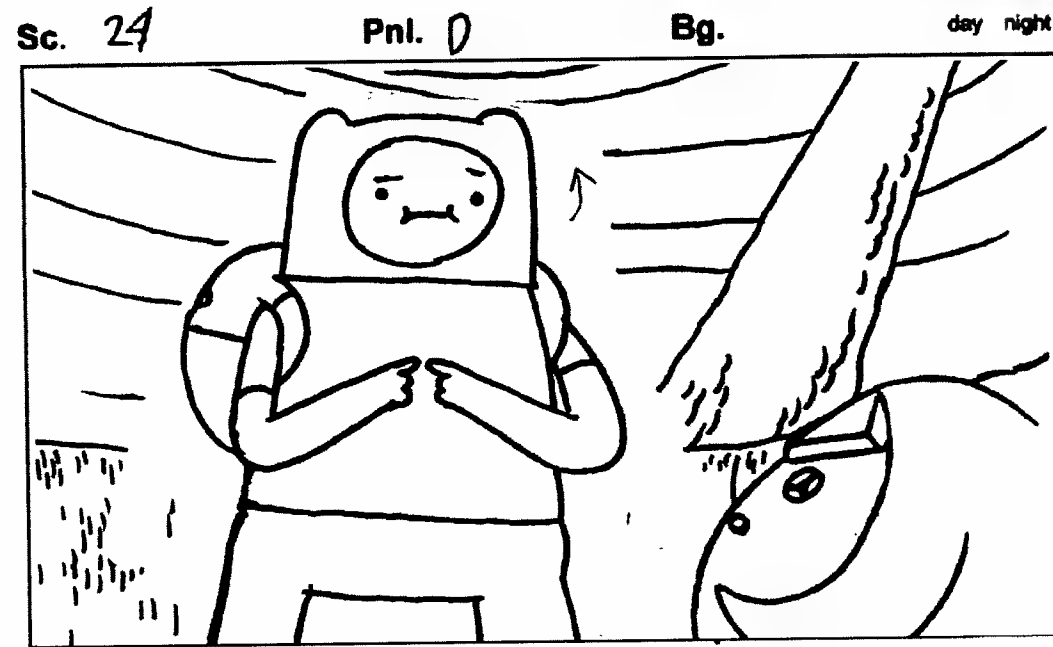
Production :

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ADVENTURE TIME



Page 37



Dialog:

FP: I... (beat)

Action:

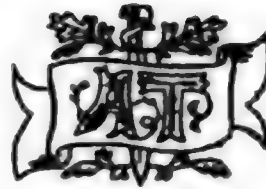
-FINN LOOKS UP

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



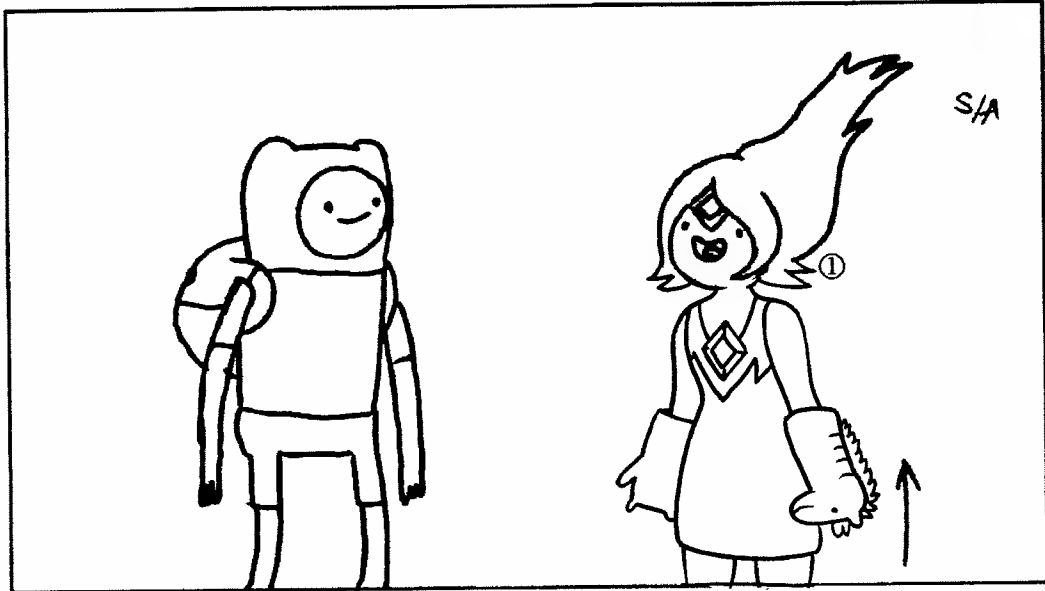
Page 38

Sc. 25

Pnl. B

Bg.

day night

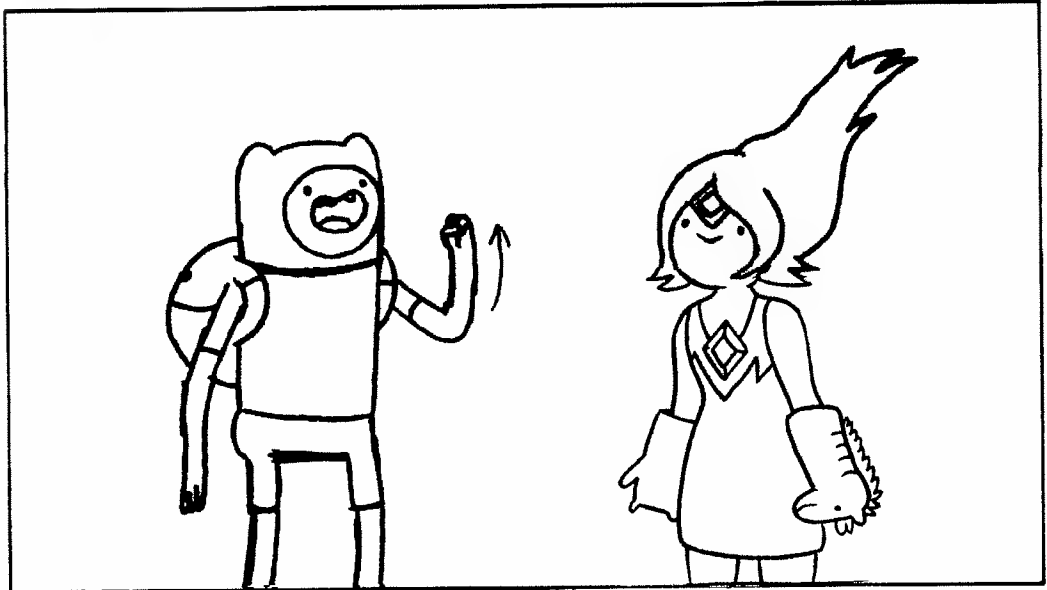


Sc. 25

Pnl. C

Bg.

day night



Dialog:

FP: okay. yeah let's do it.

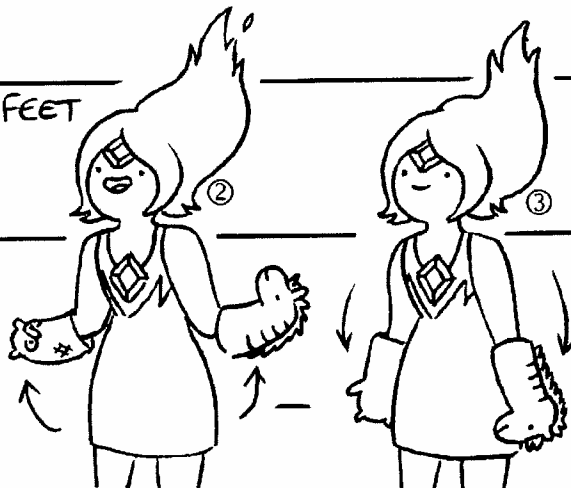
F: Dungeons!

Action:

-FP LEAPS TO HER FEET

-FINN RAISES A CLENCHED FIST.

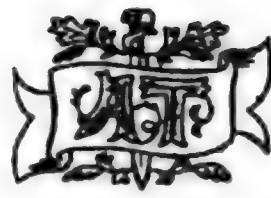
Timing:



EPISODE # 1014-116

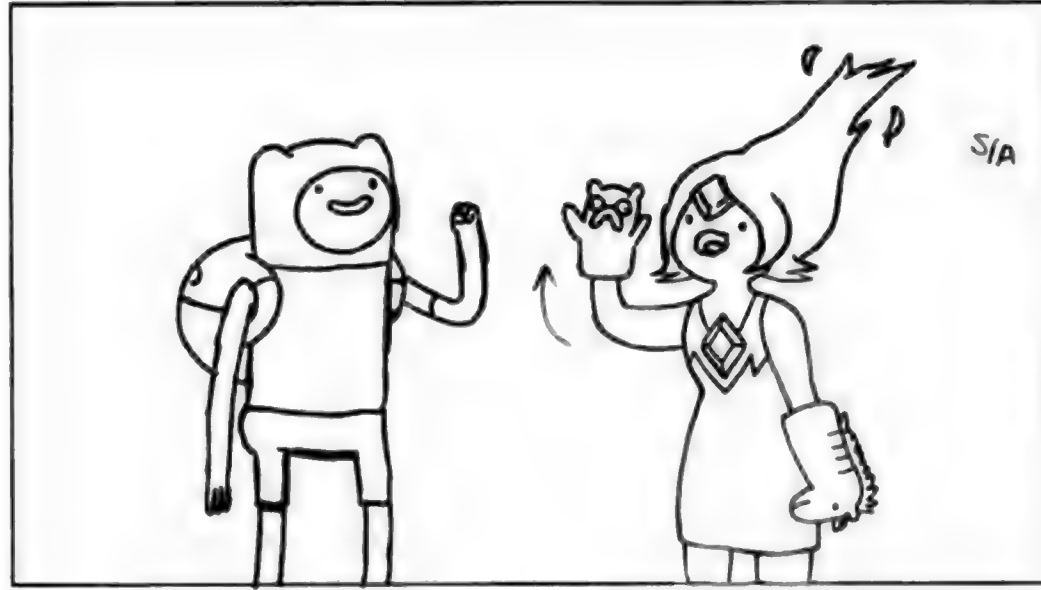
Production :

ADVENTURE TIME

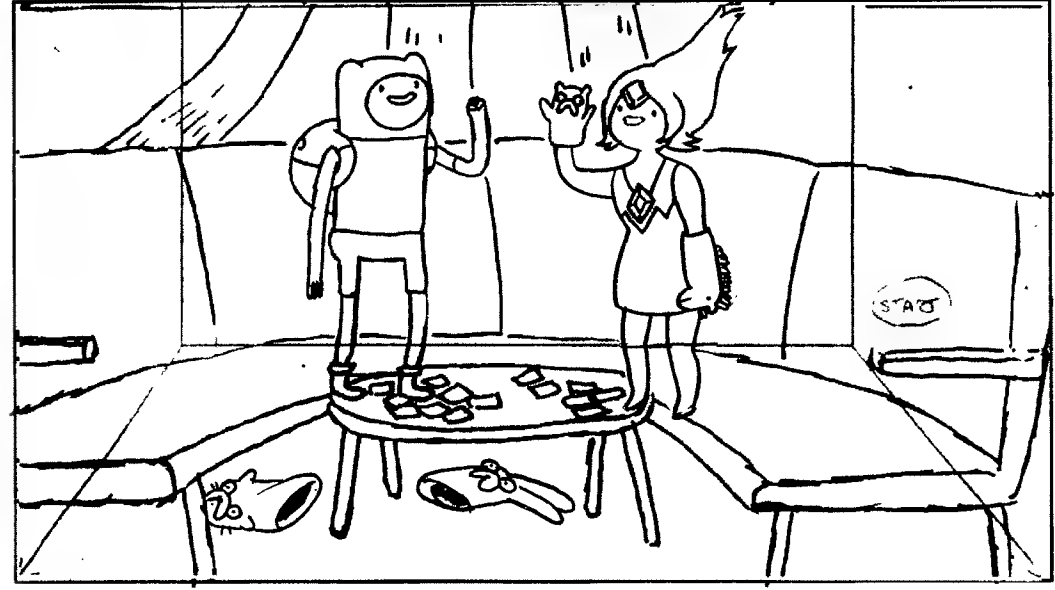


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Sc. 25 Pnl. D Bg. day night



Sc. 25 Pnl. E Bg. day night



Dialog: FP: Dungeons!

FINN
FP: [LAUGHING]

Action: -FP RAISES AN OVEN MITT.

-TRUCK OUT

Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME



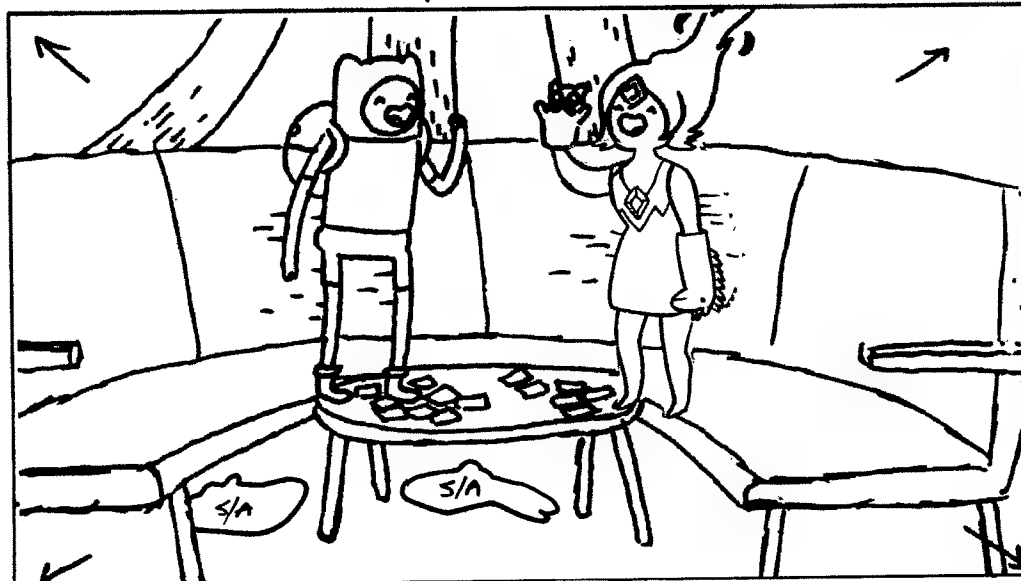
Page 40

Sc. 25

Pnl. F

Bg.

day night

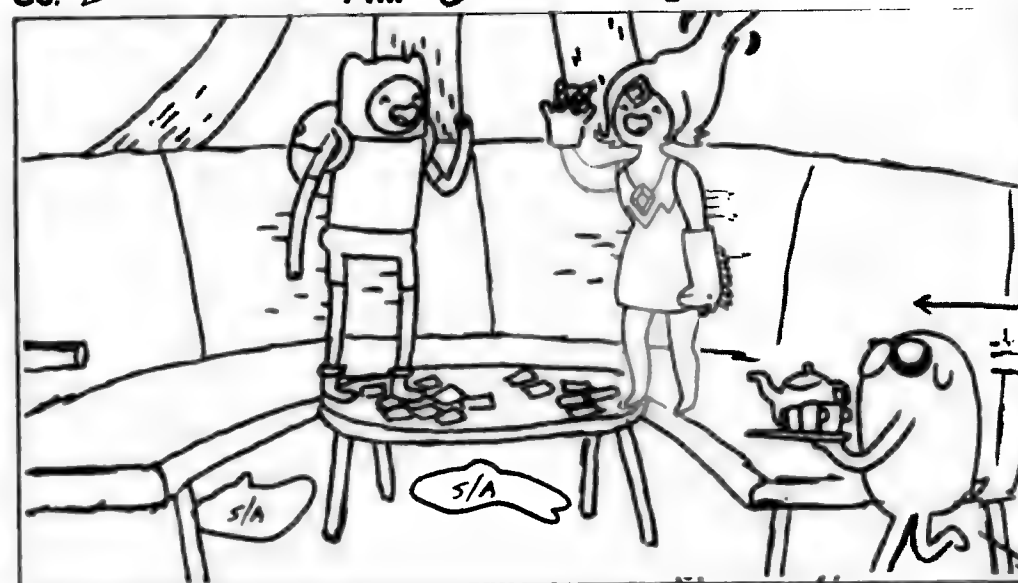


Sc. 25

Pnl. G

Bg.

day night



Dialog:

J: chamomile tea!

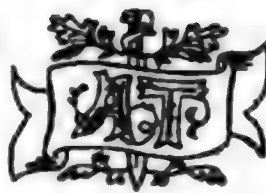
Action: - JAKE WALKS ON/S WITH TEA SERVICE SET.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



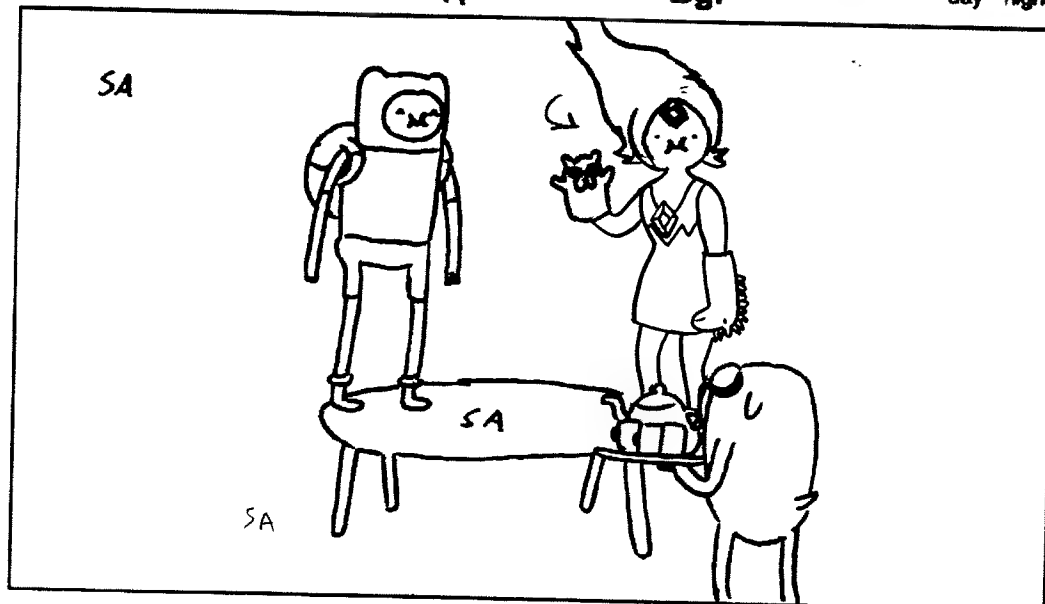
Page 41

Sc. 25

Pnl. H

Bg.

day night

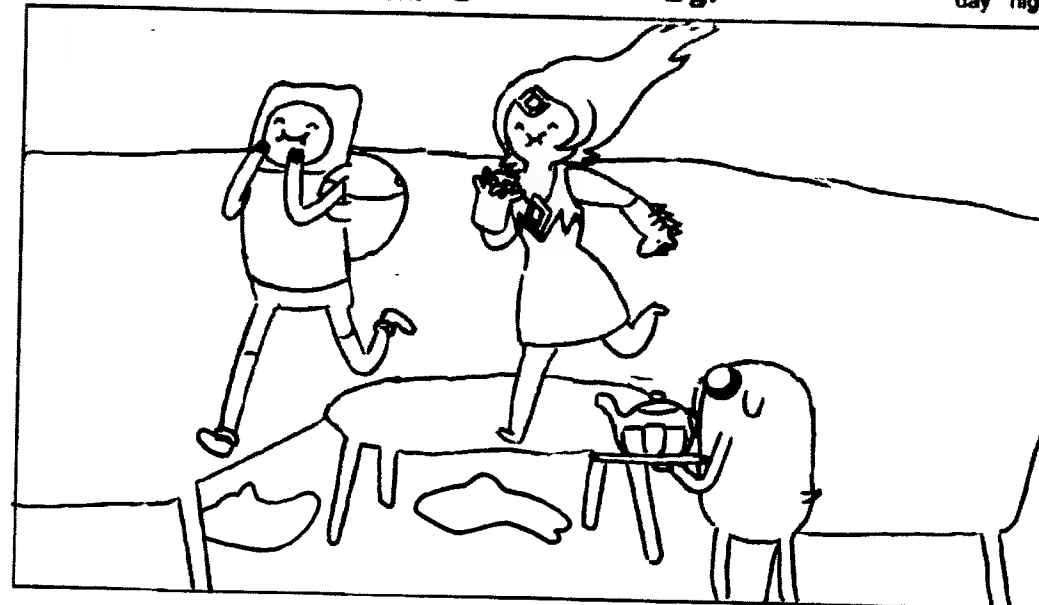


Sc. 25

Pnl. I

Bg.

day night



Dialog:

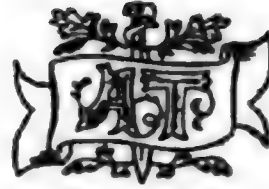
Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



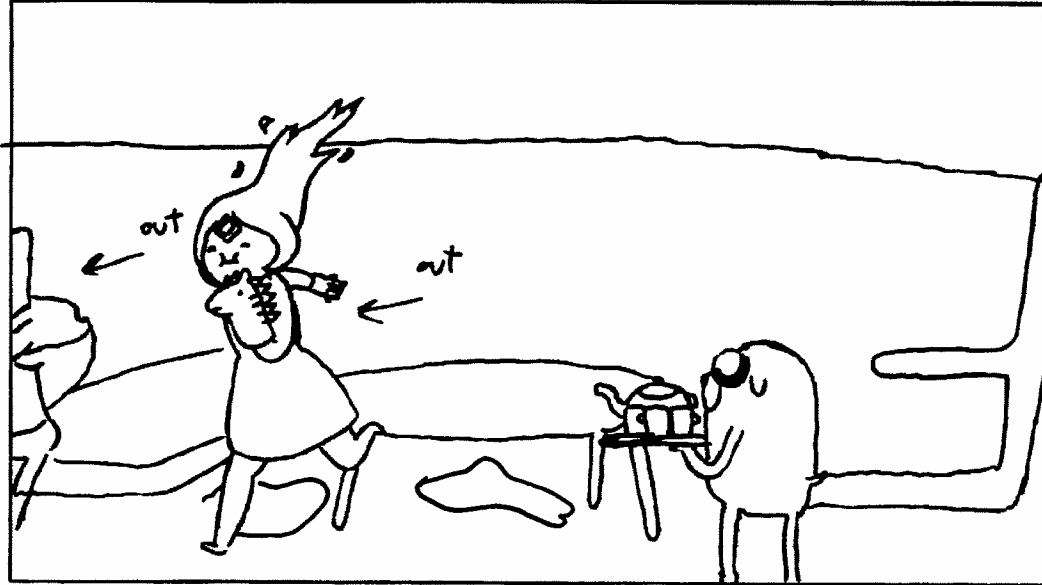
Page 42

Sc. 25

Pnl. J

Bg.

day night

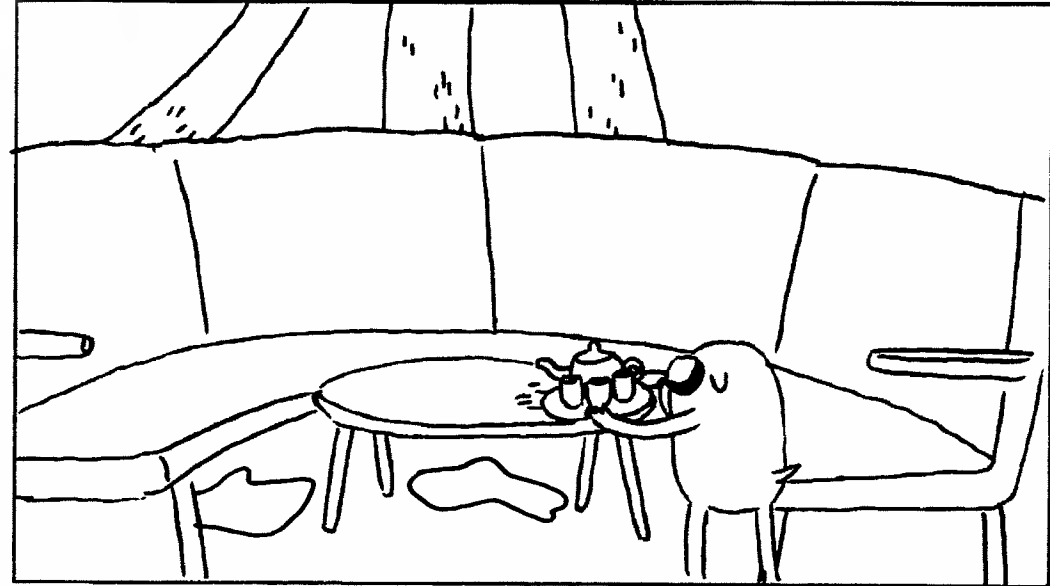


Sc. 25

Pnl. K

Bg.

day night



Dialog:

Action:

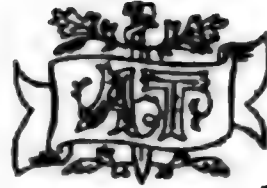
- Finn + FP excitedly run off/s. - Jake places tray on table.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



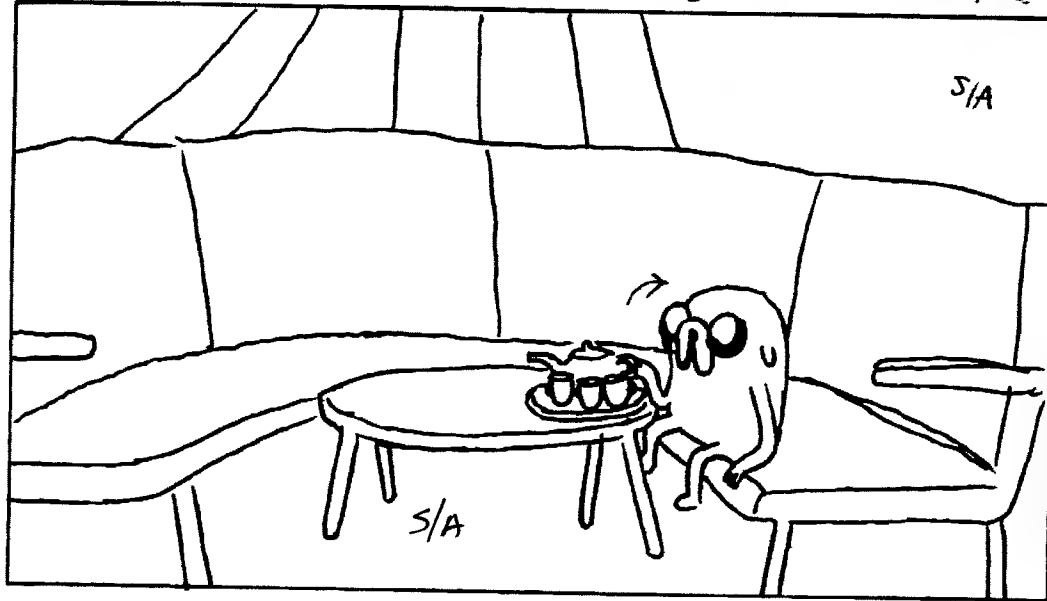
Page **43**

Sc. **25**

Pnl. **L**

Bg.

day night

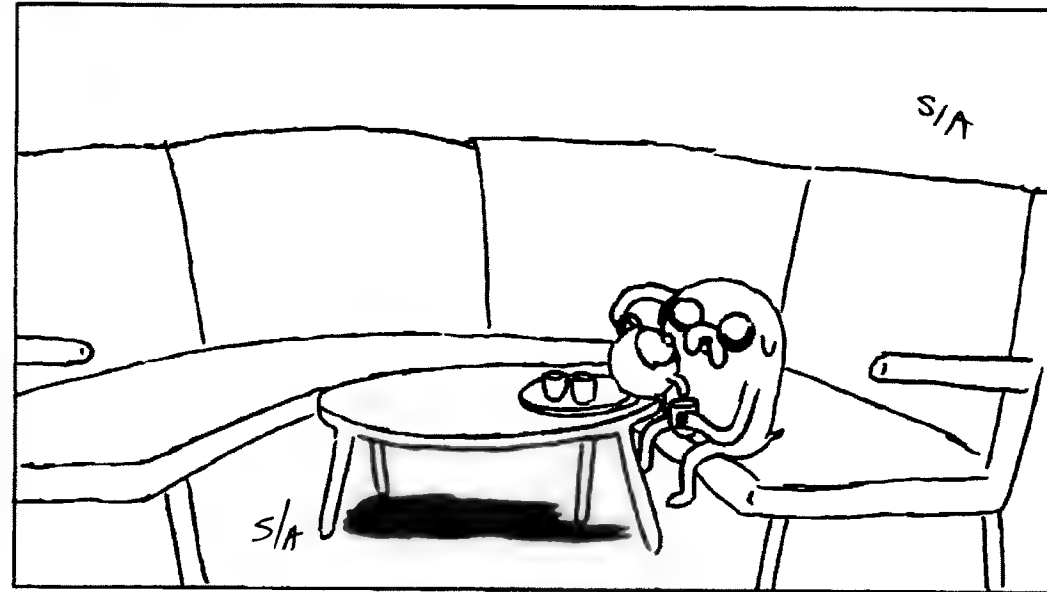


Sc. **25**

Pnl. **M**

Bg.

day night



Dialog:

Action:

-JAKE SITS DOWN.

-JAKE POURS A CUP OF TEA

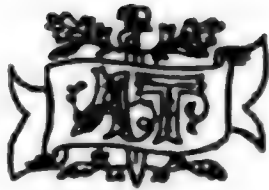
Timing:

EPISODE # **1014-116**

Production :

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ADVENTURE TIME

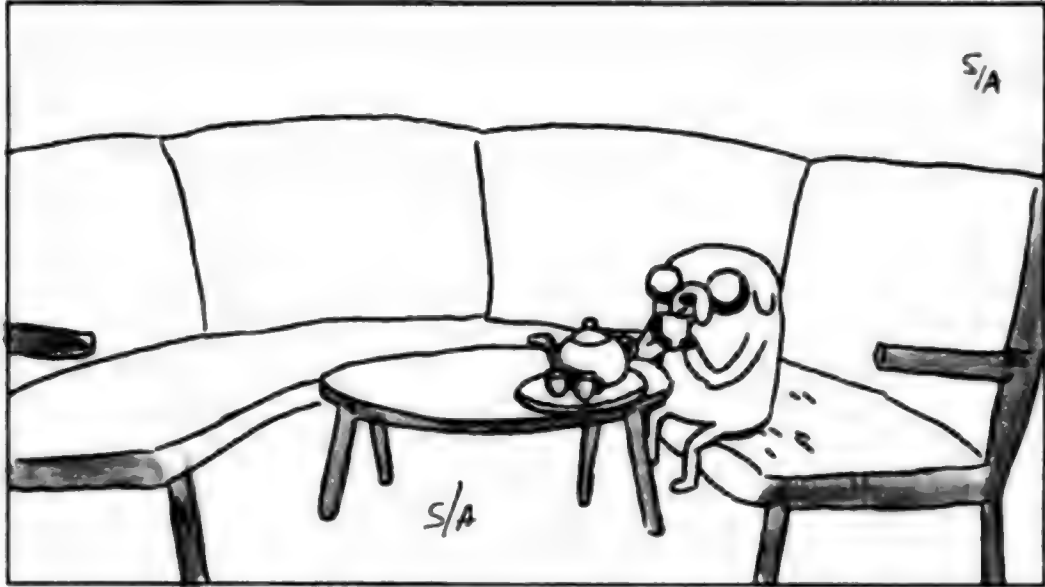


Sc. 25

Pnl. O

Bg.

day night

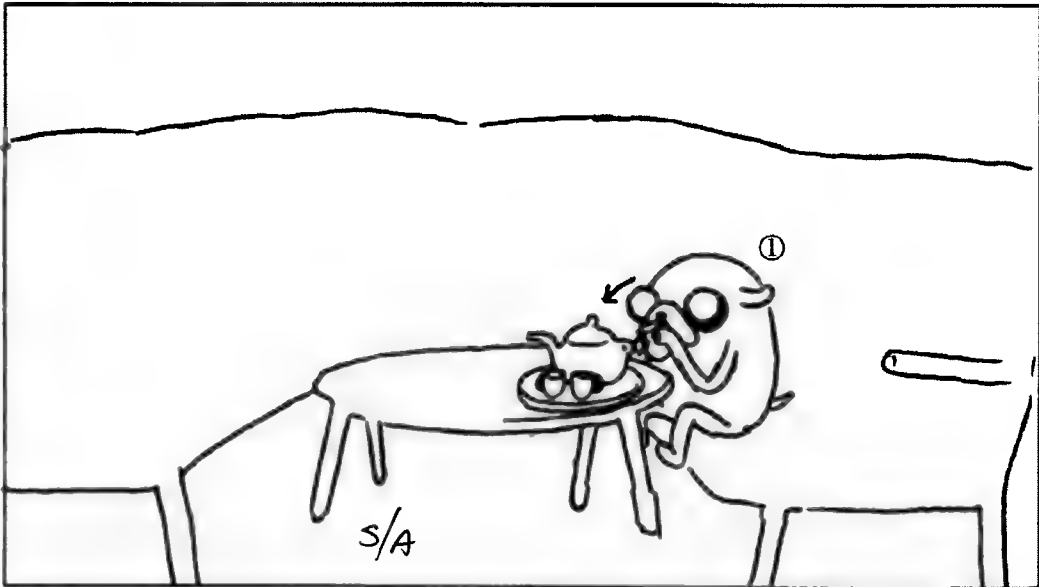


Sc. 25

Pnl. p

Bg.

day night



Dialog: ① [SIP]

Action: ~ scoots back.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



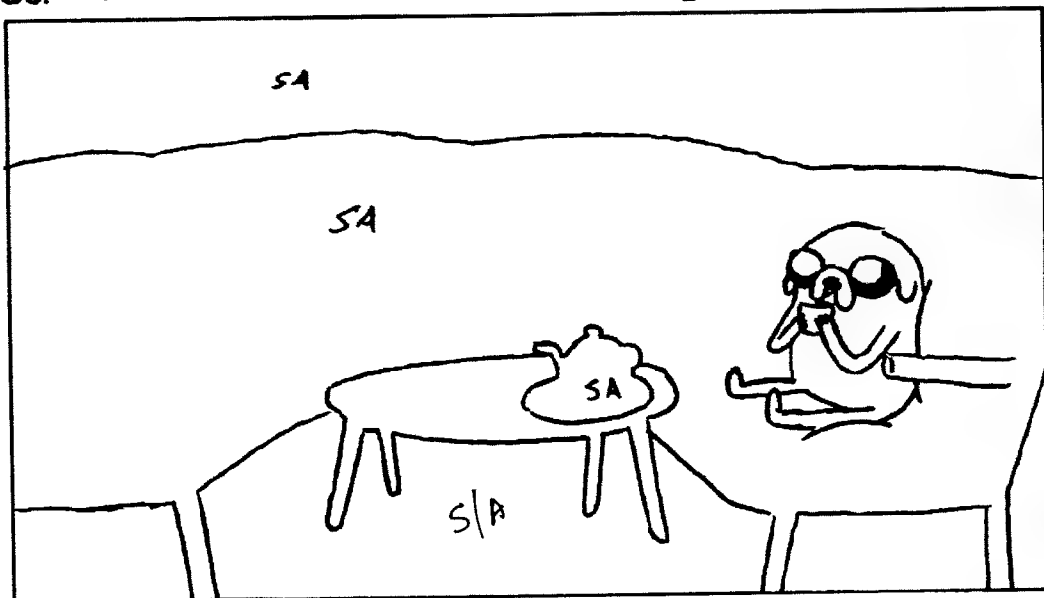
Page **45**

Sc. **25**

Pnl. **Q**

Bg.

day night

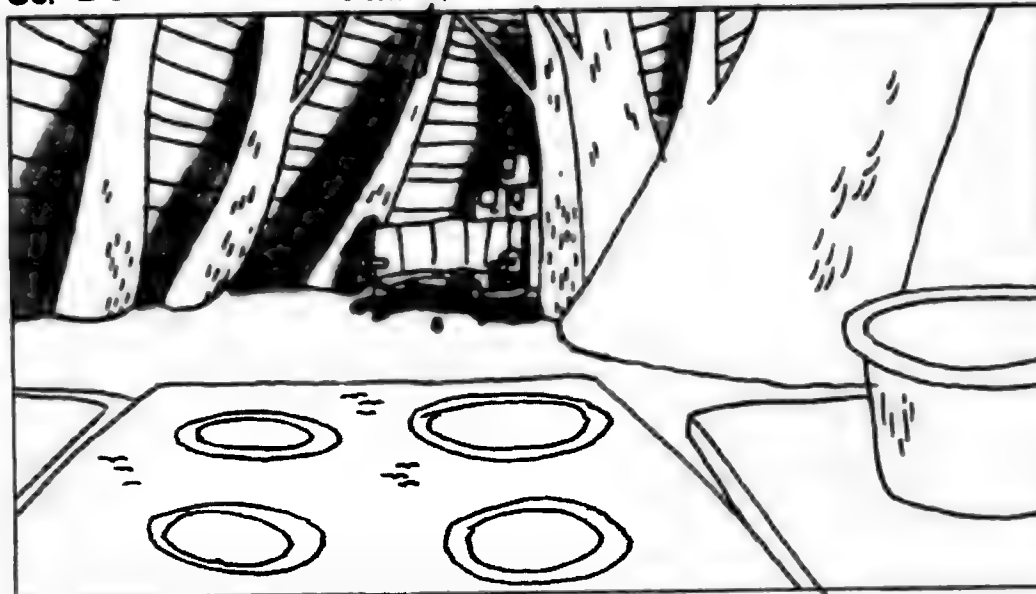


Sc. **26**

Pnl. **A**

Bg.

day night



Dialog:

① [SIP]

J: [SIP]

Action:

-JAKE SIPS TEA AGAIN.

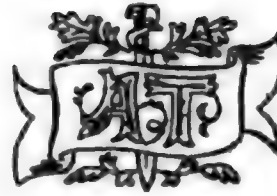
↑ WIPE

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 46

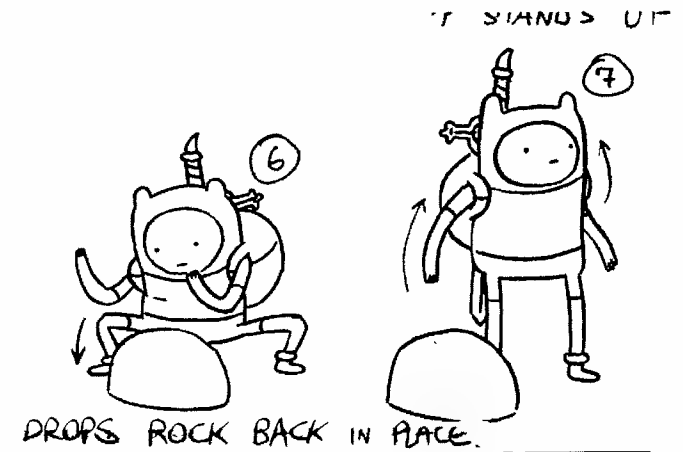
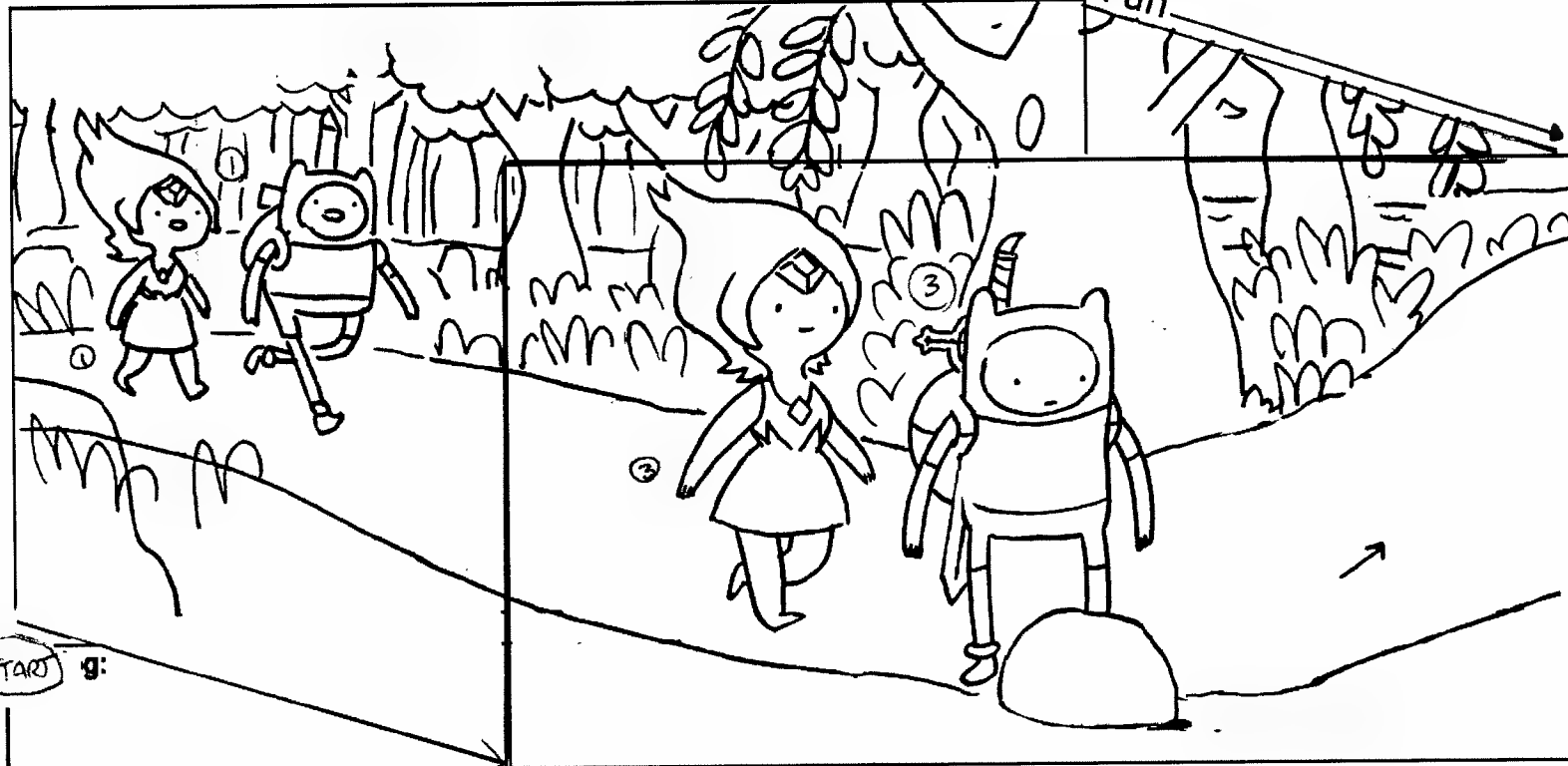
Sc. 27

Pnl. A

Bg.

day night

Pan.



START 9:

Action:

Timing:



- F+FP STOP
NEXT TO ROCK.



STOP



- FINN SQUATS DOWN
AND GRABS ROCK.



EPISODE # 1014-116

Production :

ADVENTURE TIME



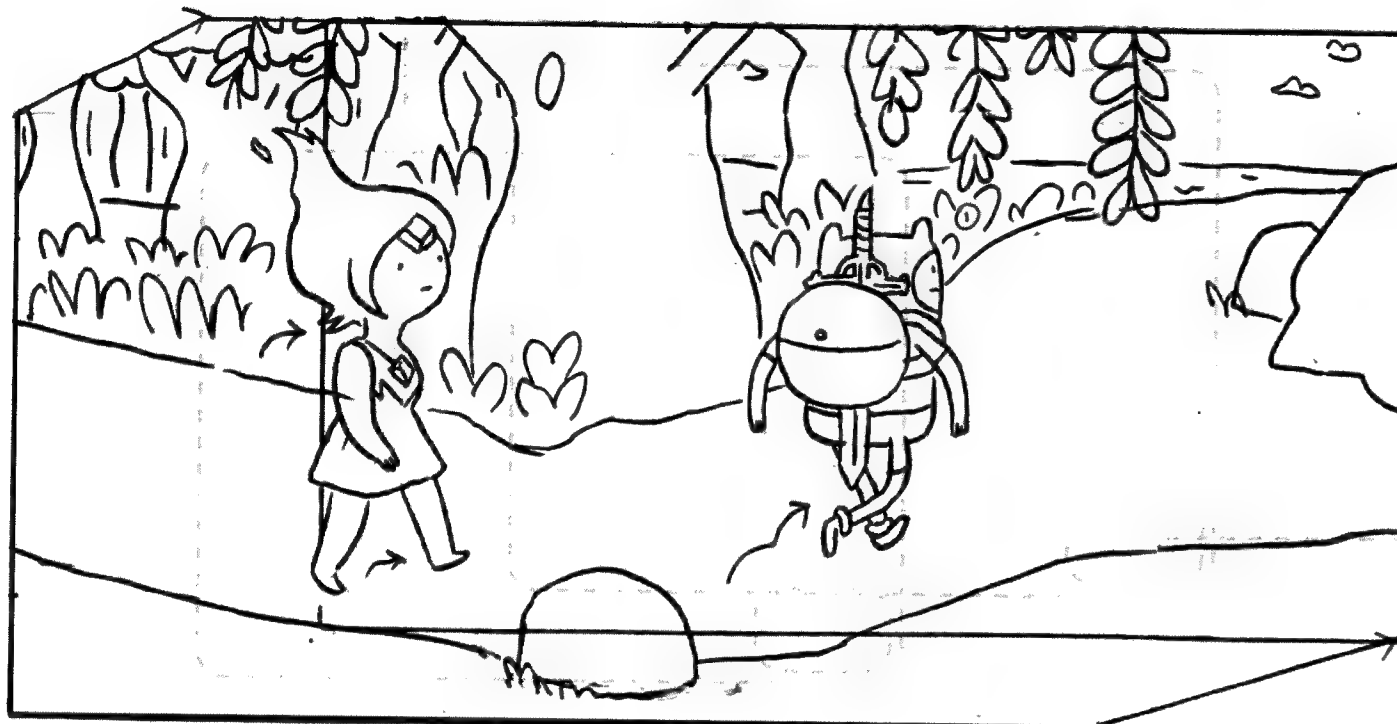
Page 46a

Sc. 27

Pnl. B

Bg.

day night



STOP

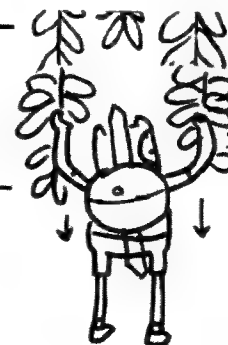
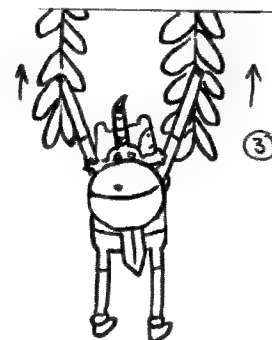
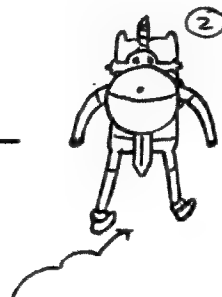
START

PAN →

Action:

-FINN WALKS TOWARDS
VINES. FP FOLLOWS.

Timing:



-Finn tugs on vines

EPISODE # 1014-116
Production :

ADVENTURE TIME

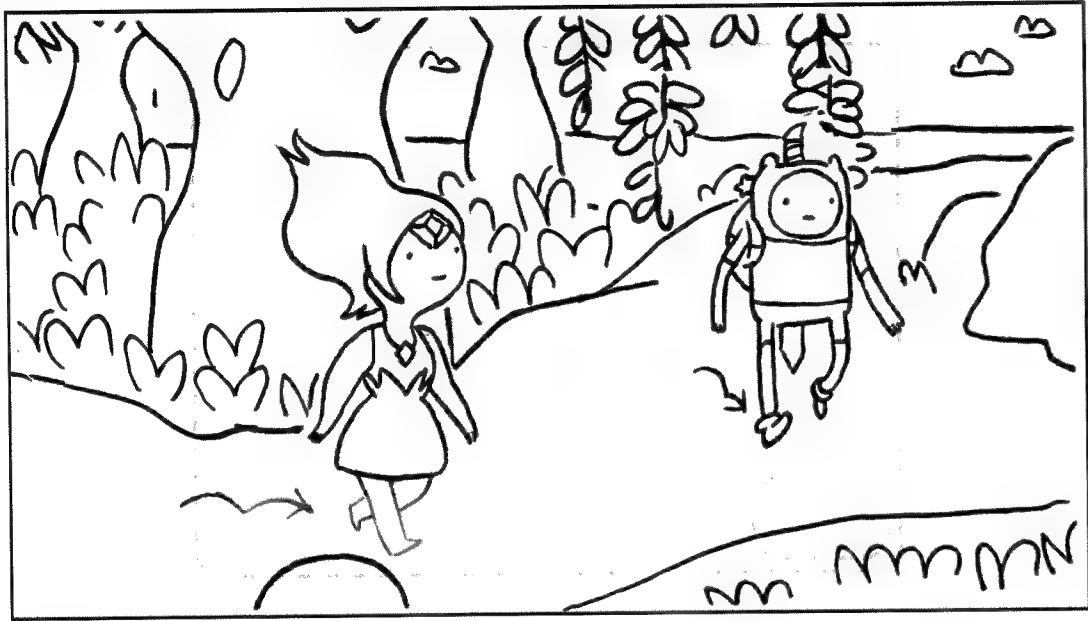


Sc. 27

Pnl. C

Bg.

day night



Sc. 27

Pnl. D

Bg.

day night



Dialog:

Action:

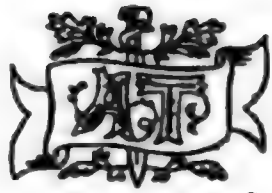
- Finn walks into foreground

Timing:

Production :

EPISODE # 1014-116

ADVENTURE TIME



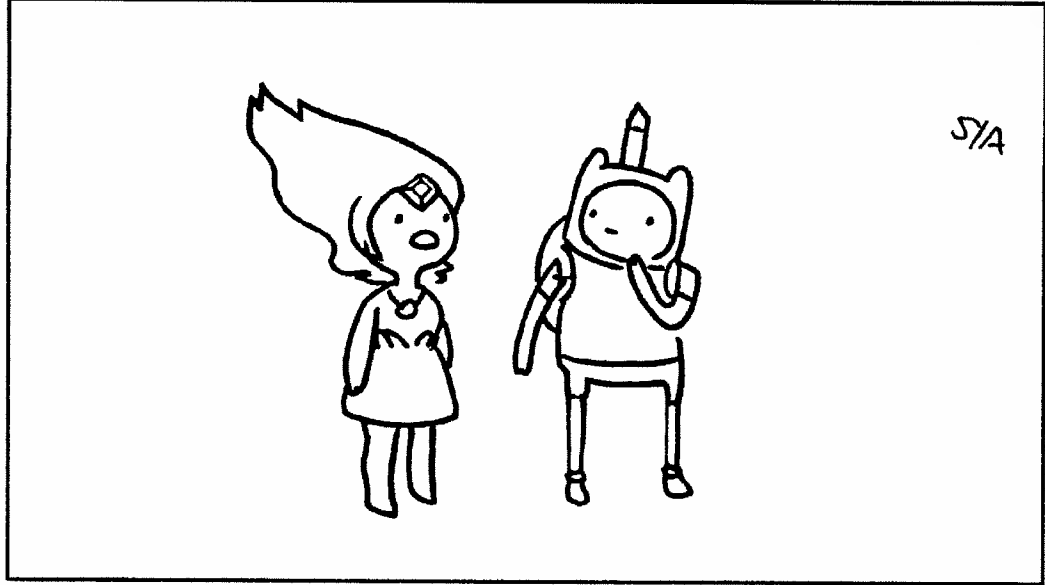
Page 48

Sc. 27

Pnl. E

Bg.

day night



Sc. 28

Pnl. A

Bg.

day night



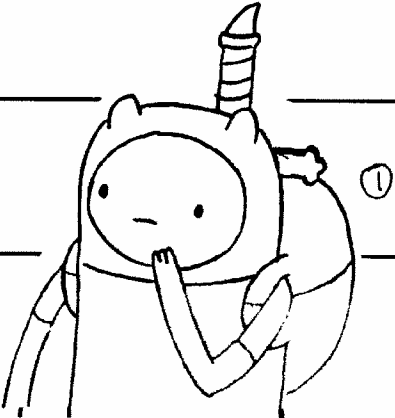
Dialog:

FP / IS THIS HOW YOU
LOOK FOR A DUNGEON ?

Action:

Timing:

F / YEAHH , A LOT OF
TIMES THE ENTRANCES
ARE HIDDEN ..

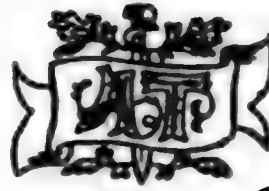


1014-116

EPISODE #

Production :

ADVENTURE TIME



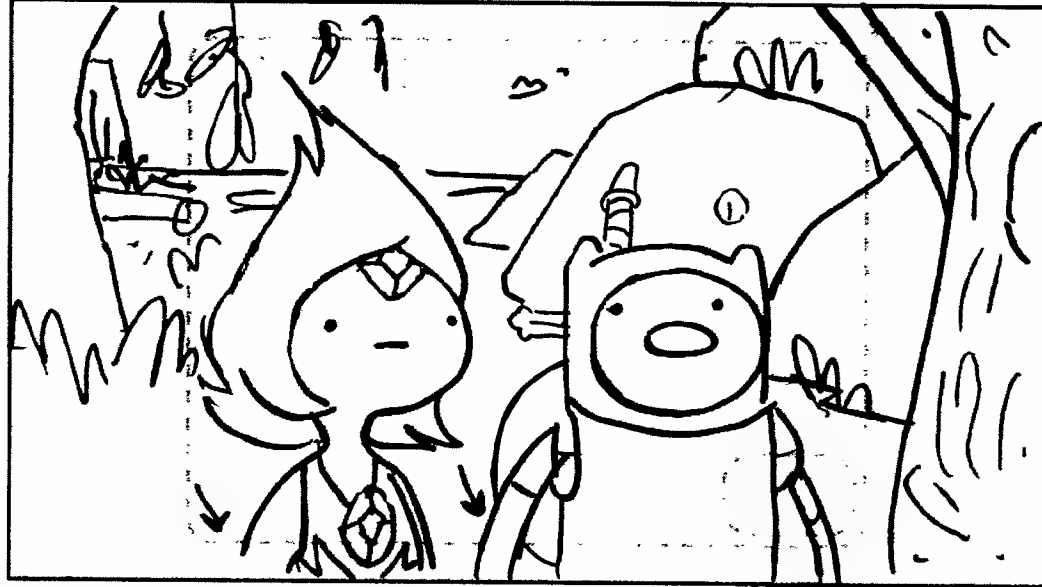
Page 49

Sc. 28

Pnl. B

Bg.

day night

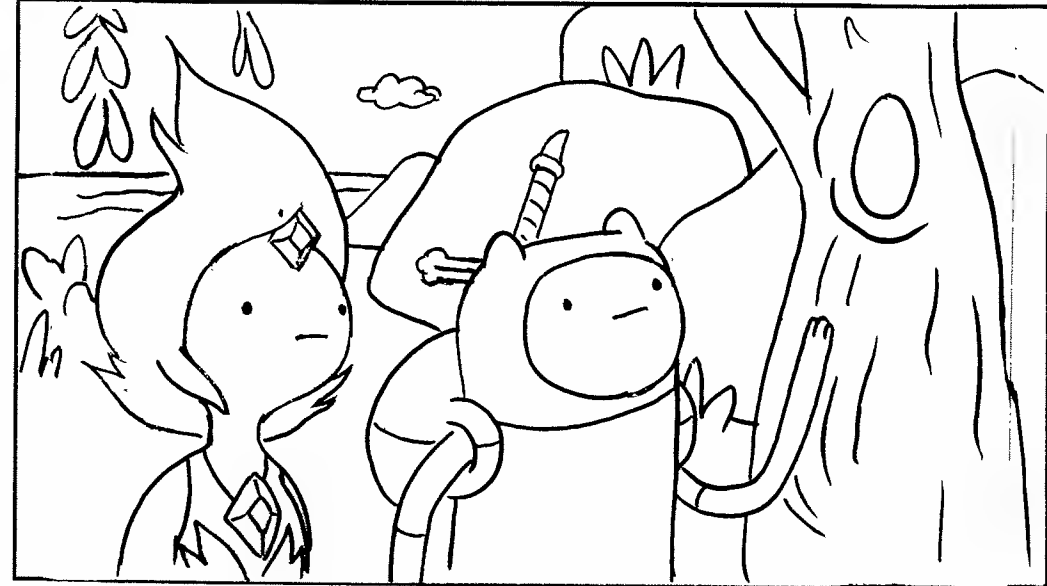


Sc. 28

Pnl. C

Bg.

day night



EPISODE # 1014-116

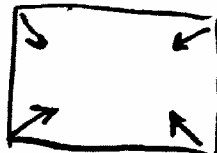
Dialog:

F/. So you GOTTA LOOK UNDER
ROCKS AND STUFF FOR A SECRET SWITCH

Action:

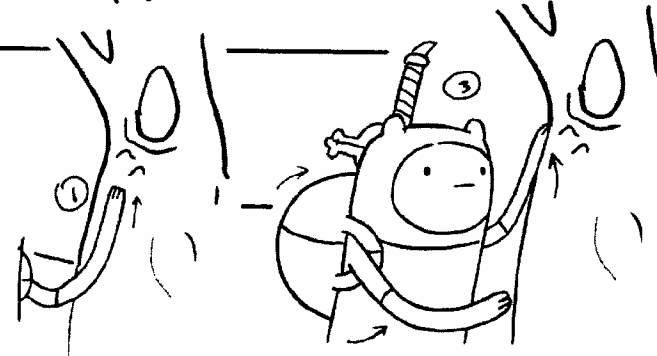
they walk towards
camera

Timing:



86

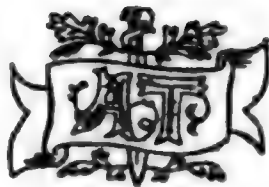
camera
adj w/
them



FINN PUTS HAND
ON TREE AND FEELS IT

Production :

ADVENTURE TIME



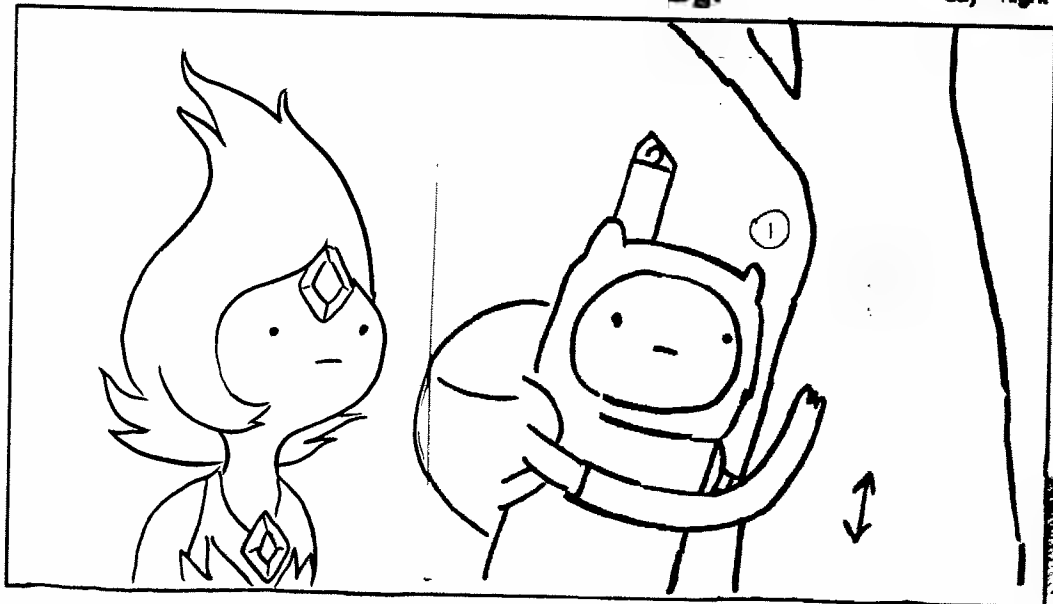
Page 50

Sc. 28

Pnl. D

Bg.

day night

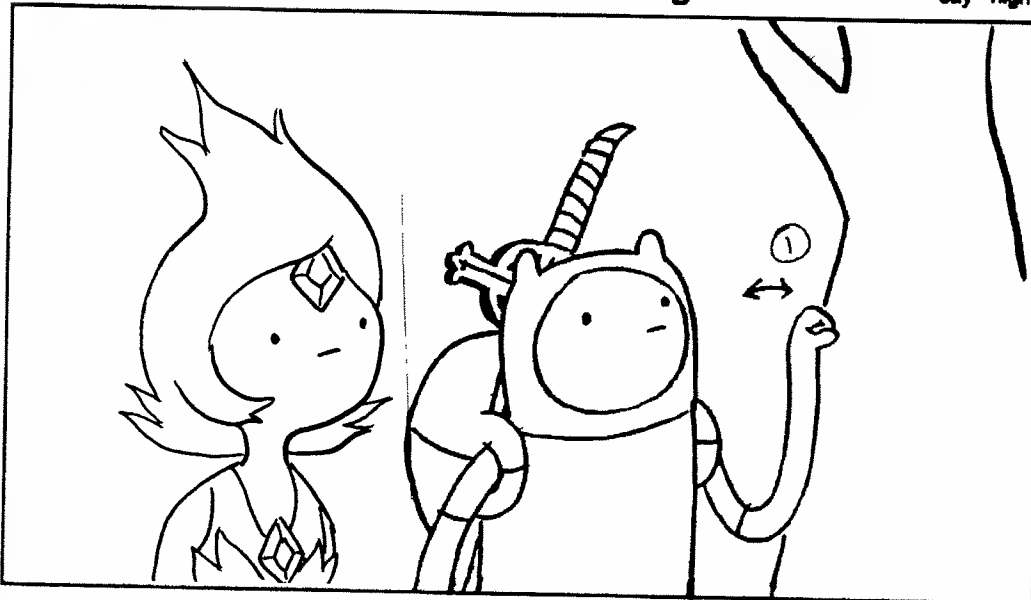


Sc. 28

Pnl. E

Bg.

day night



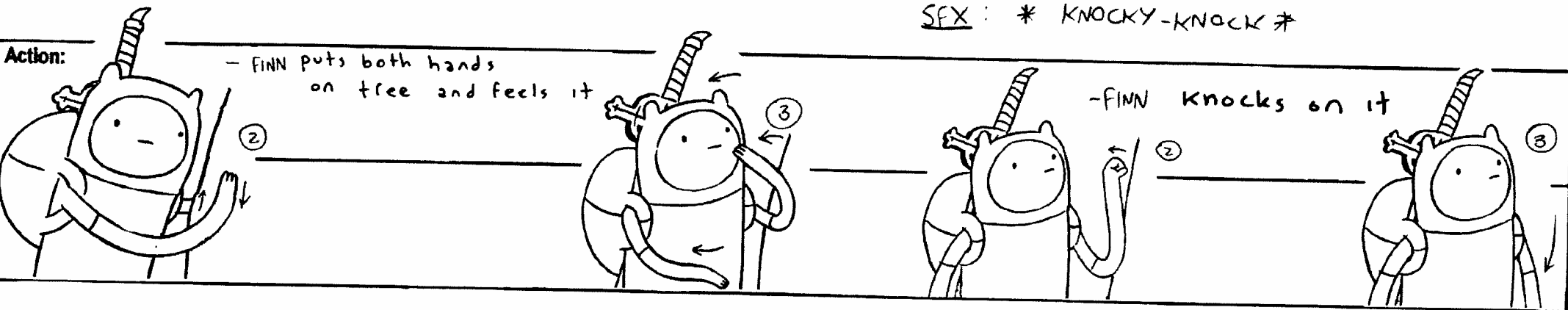
Dialog:

Action:

- FINN puts both hands on tree and feels it

SFX : * KNOCKY-KNOCK *

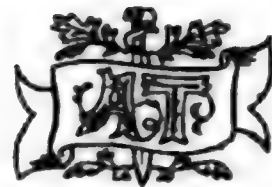
-FINN knocks on it



EPISODE # 1014-116

Production :

ADVENTURE TIME

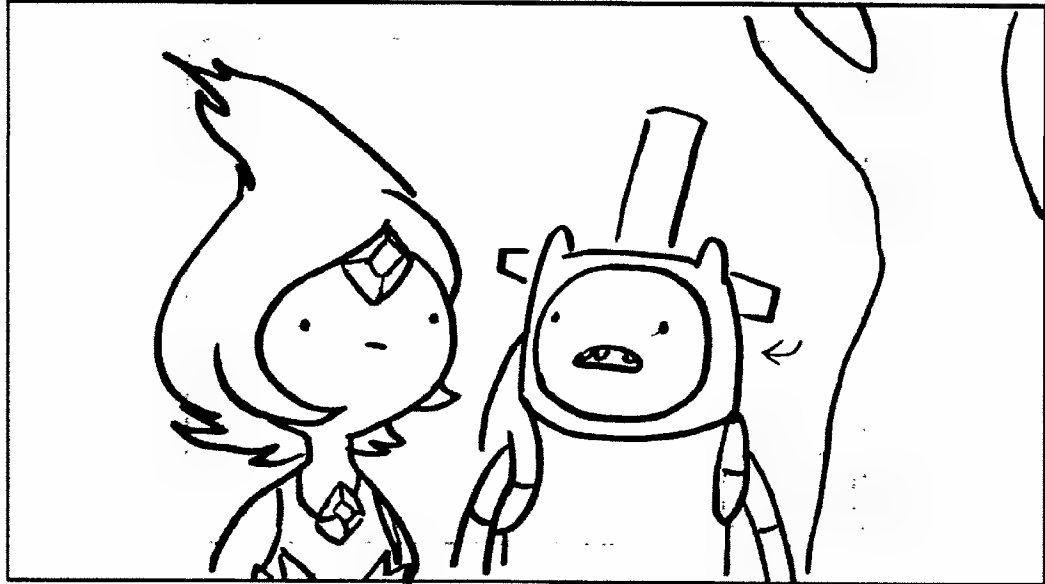


Sc. 28

Pnl. F

Bg.

day night

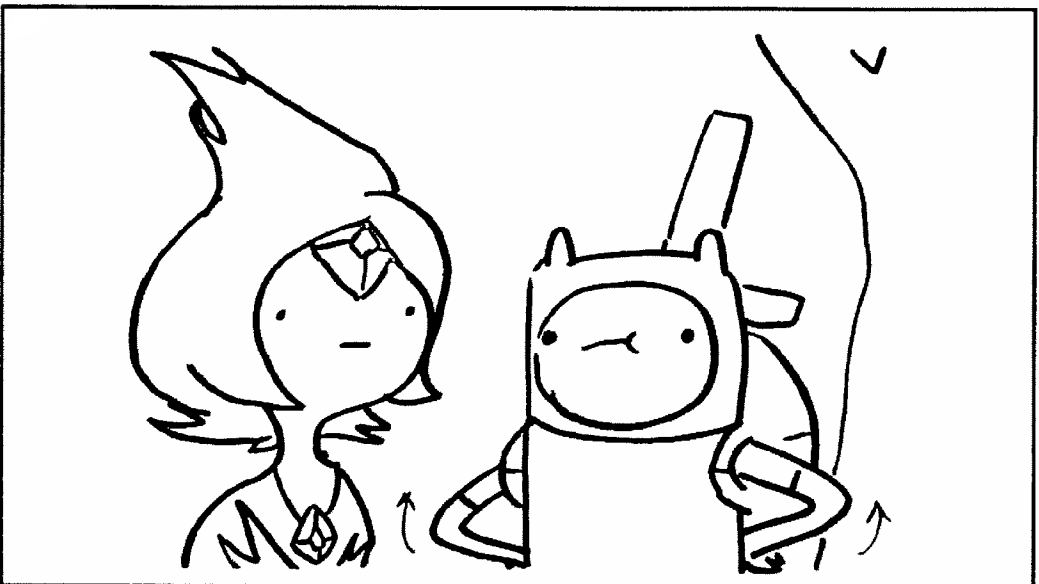


Sc. 28

Pnl. G

Bg.

day night



Dialog:

F/ SOMETIMES IT TAKES
A WHILE.

Action:

- FINN TURNS TOWARDS F.P.

- FINN PUTS HANDS
ON HIPS
- FP looks
around

Timing:

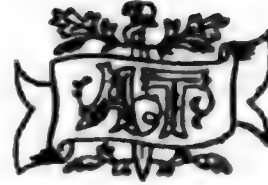
F/ Hmmm....



EPISODE # 1014-116

Production :

ADVENTURE TIME



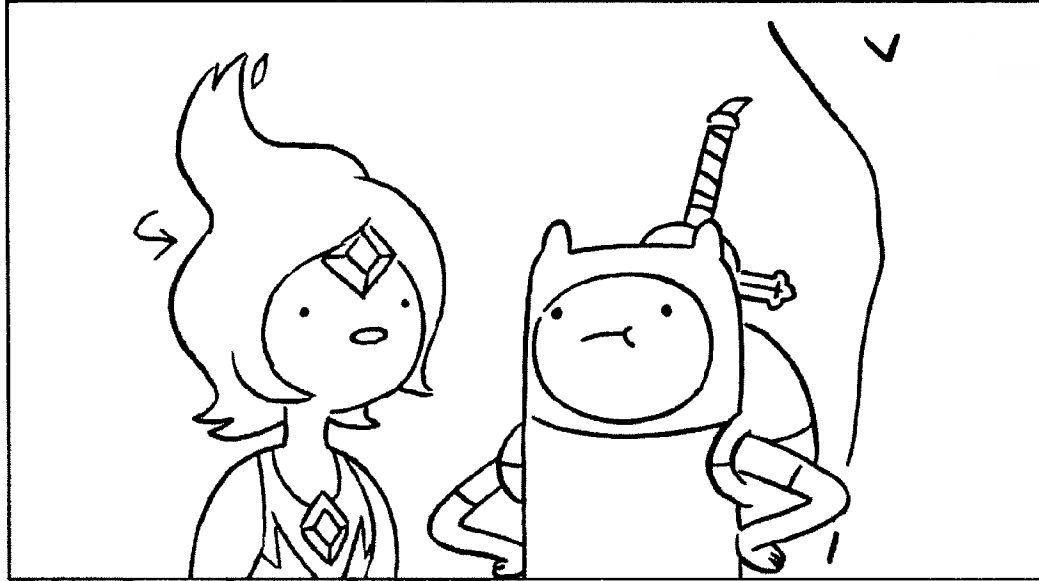
Page 52

Sc. 28

Pnl. H

Bg.

day night

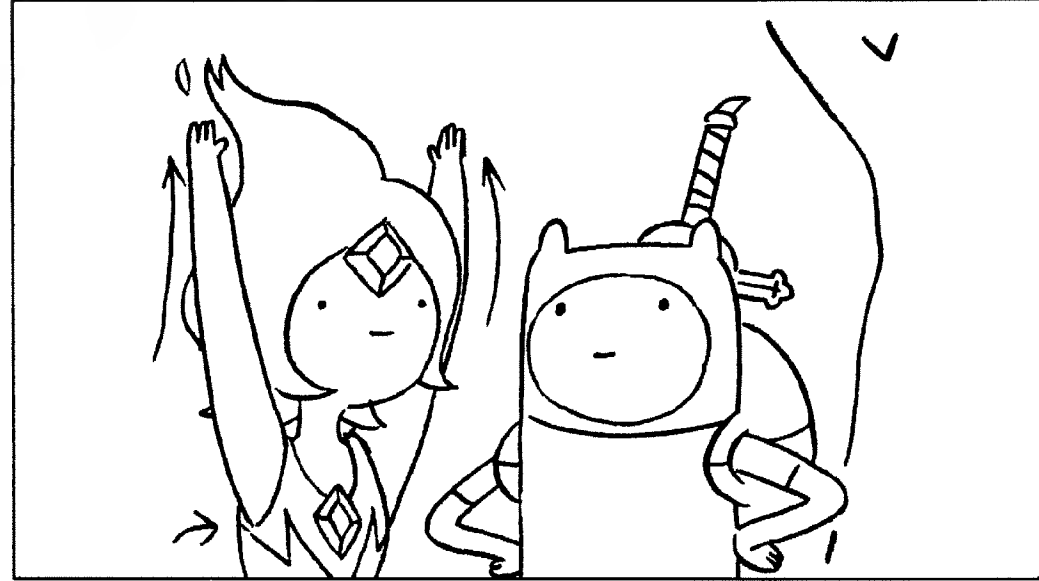


Sc. 28

Pnl. I

Bg.

day night



Dialog:

FP: I'll use my HEAT SENSE.

Action:

-FP RAISES HER ARMS

Timing:

EPISODE# 1014-116

Production :

ADVENTURE TIME



Page 52a

Sc. 28

Pnl. J

Bg.

day night

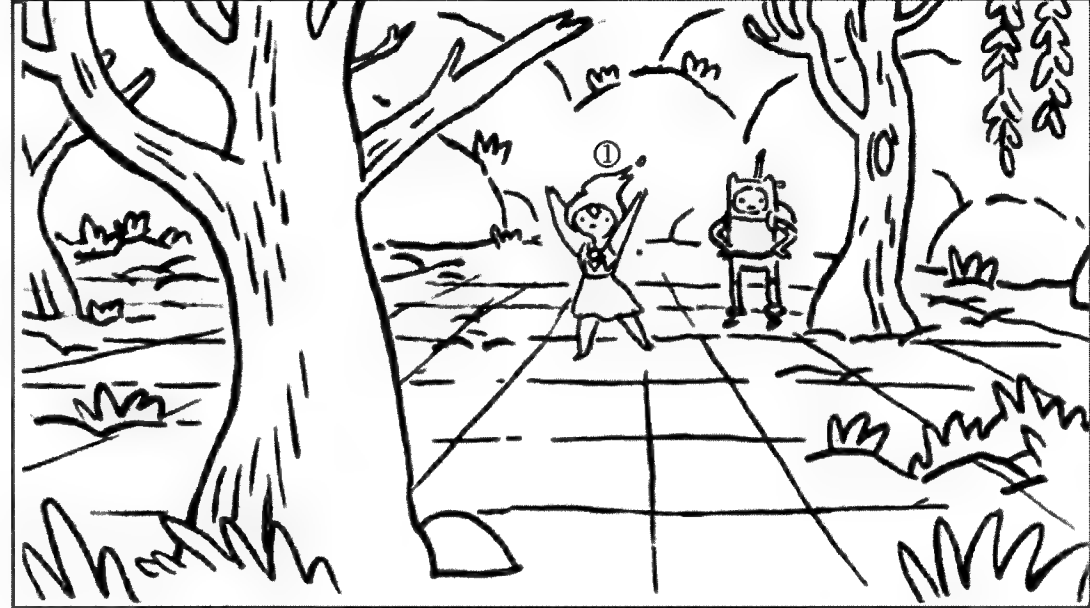


Sc. 29

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:



-FP SPINS OFF/S

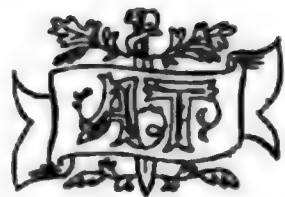


-FP TWIRLS IN PLACE
-WAVE OF HEAT VAPORS
EMANATES FROM FP

EPISODE # 1014-116

Production :

ADVENTURE TIME



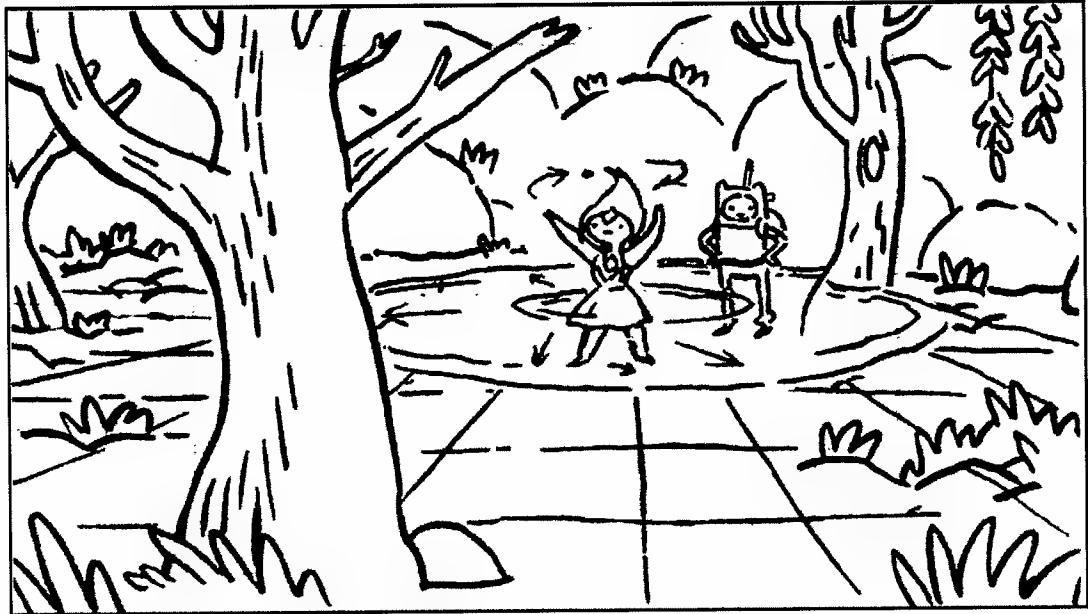
Page 52b

Sc. 29

Pnl. B

Bg.

day night



Sc. 29

Pnl. C

Bg.

day night



Dialog:

SFX: *FWOOM

Action: -HEAT WAVE TRAVELS IN ALL DIRECTIONS

-HEAT WAVE TRAVELS THROUGH ROCKS & TREES

Timing:

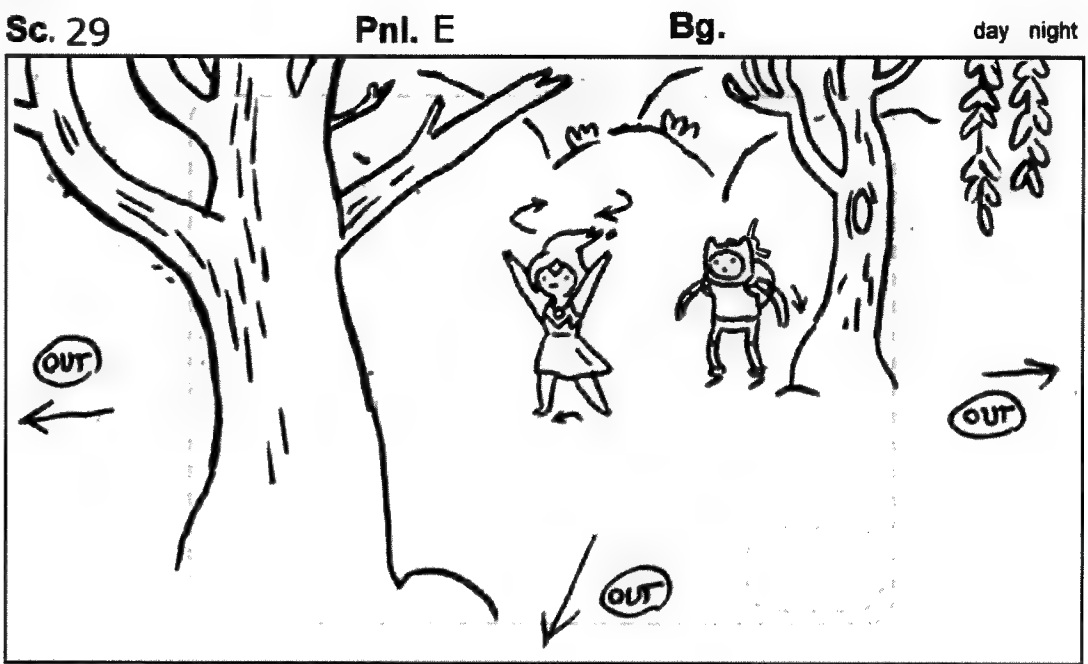
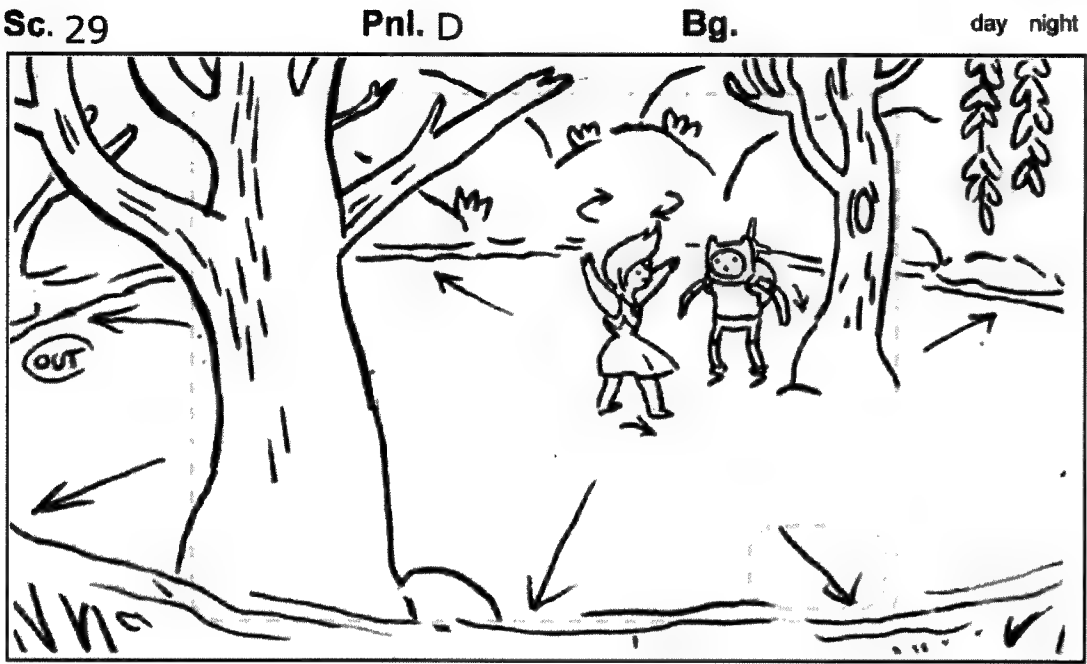
EPISODE# 1014-116

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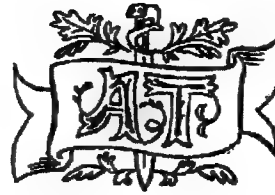
ADVENTURE TIME



| |
|---|
| Dialog: |
| Action: -HEAT VAPORS DISSIPATE & TRAVEL OFF/S |
| Timing: |

EPISODE # 1014-116 Production :

ADVENTURE TIME



Page 52d

Sc. 29A

Pnl. A

Bg.

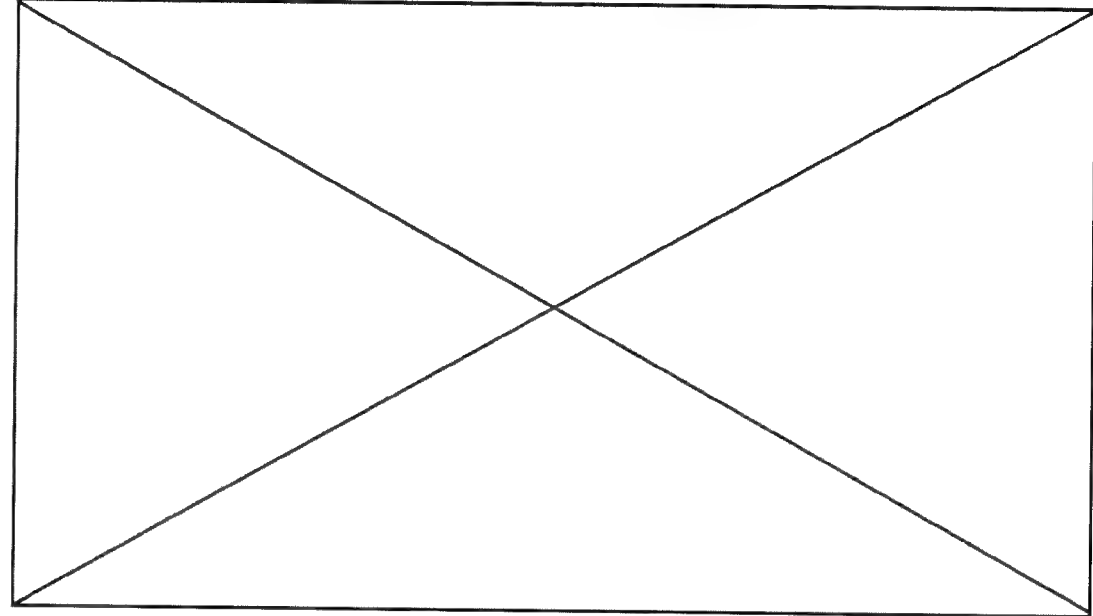
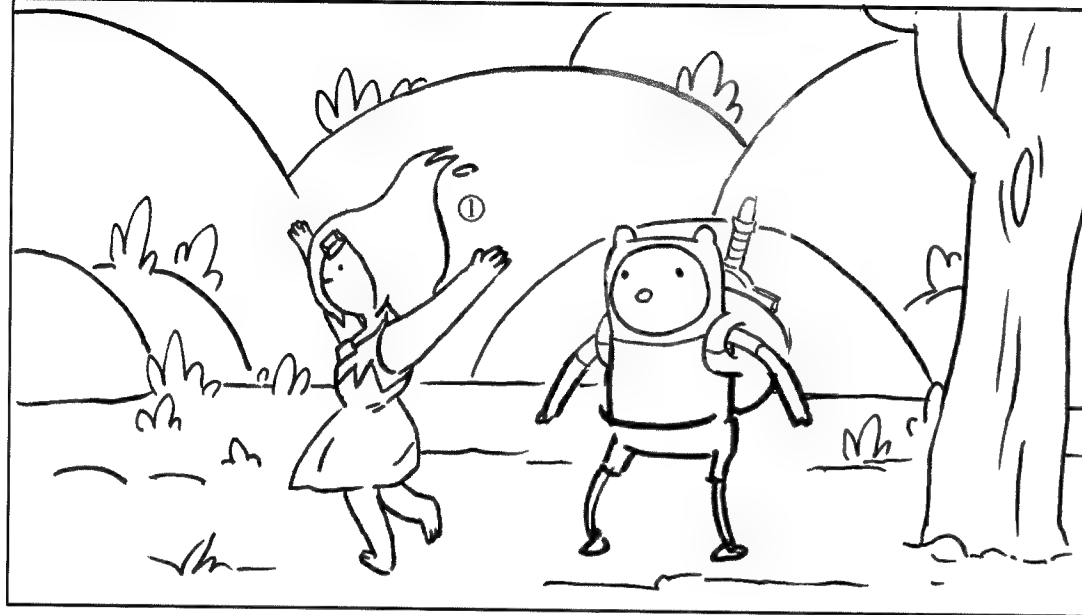
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:



-FP STOPS TWIRLING

EPISODE # 1014-116

Production :

ADVENTURE TIME



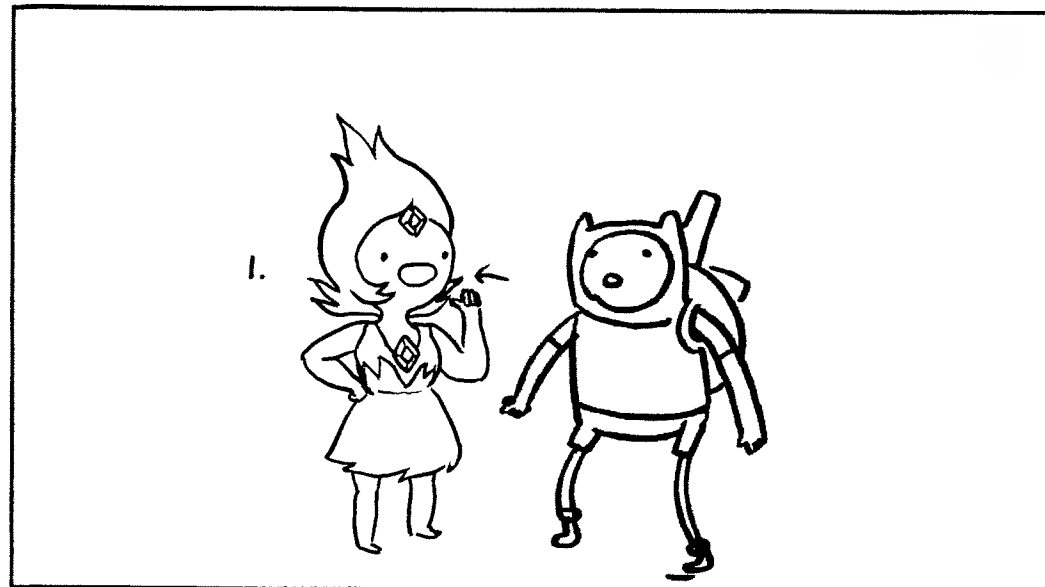
Page 53

Sc. 29A

Pnl. B

Bg.

day night



Sc. 29A

Pnl. C

Bg.

day night



Dialog:

F.P. / THAT TREE OVER THERE
IS NOT MADE OUT OF WOOD

F / REALLY ?

Action:



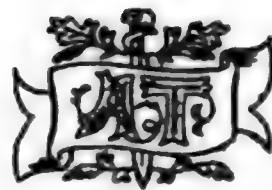
- FINN LOOKS PAST F.P.

Timing:

EPISODE# 1014-116

Production :

ADVENTURE TIME



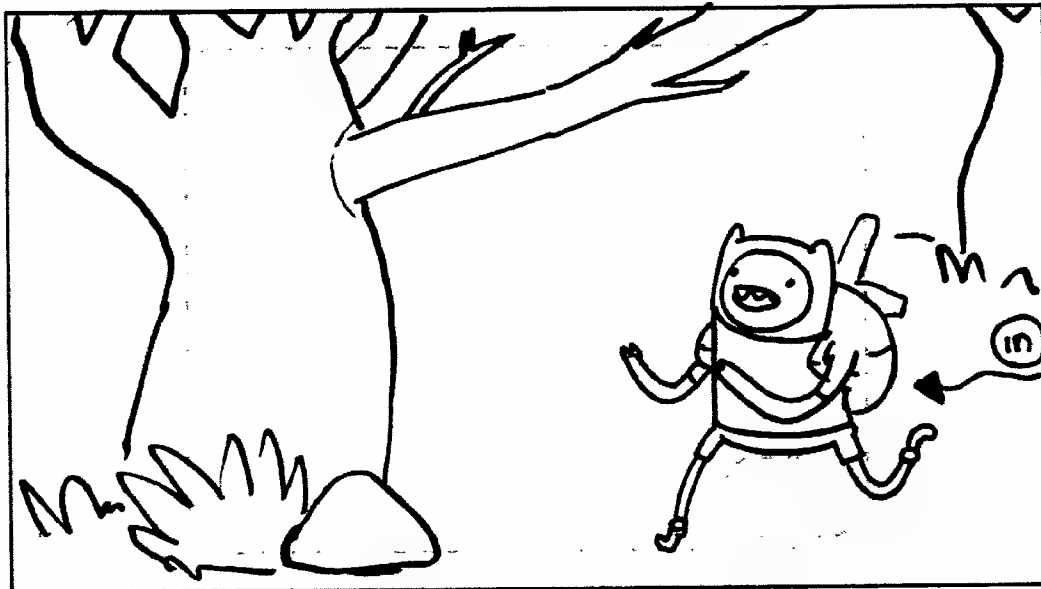
Page 54

Sc. 30

Pnl. A

Bg.

day night



Sc. 30

Pnl. B

Bg.

day night



Dialog:

F / HA HA , YES .

Action:

(FEEL , FEEL)

Timing:

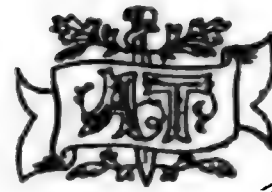


F looks
up at
branch

EPISODE # 1014-116

Production :

ADVENTURE TIME



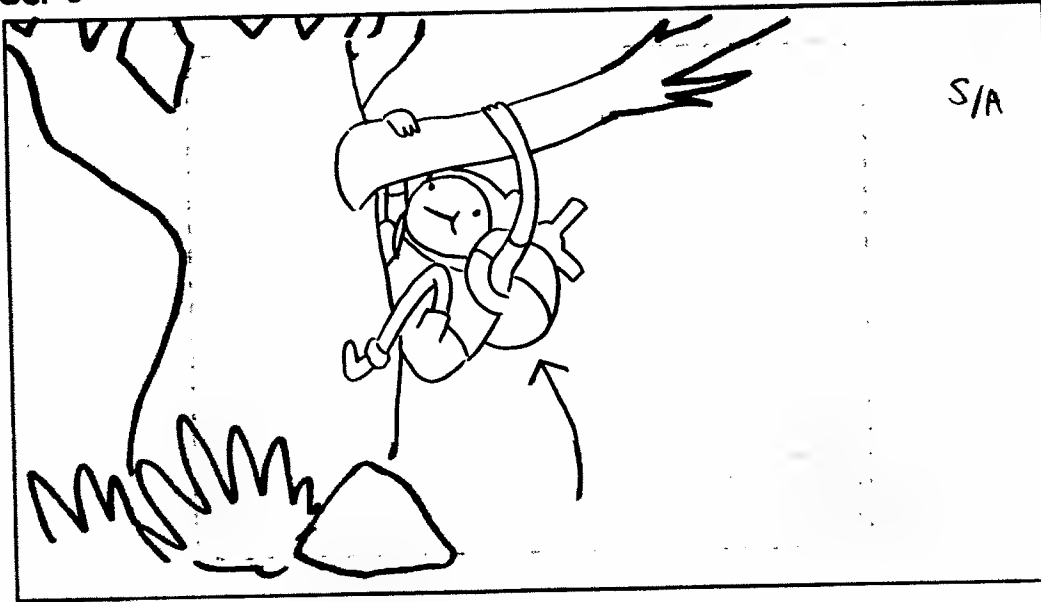
Page 55

Sc. 30

Pnl. C

Bg.

day night

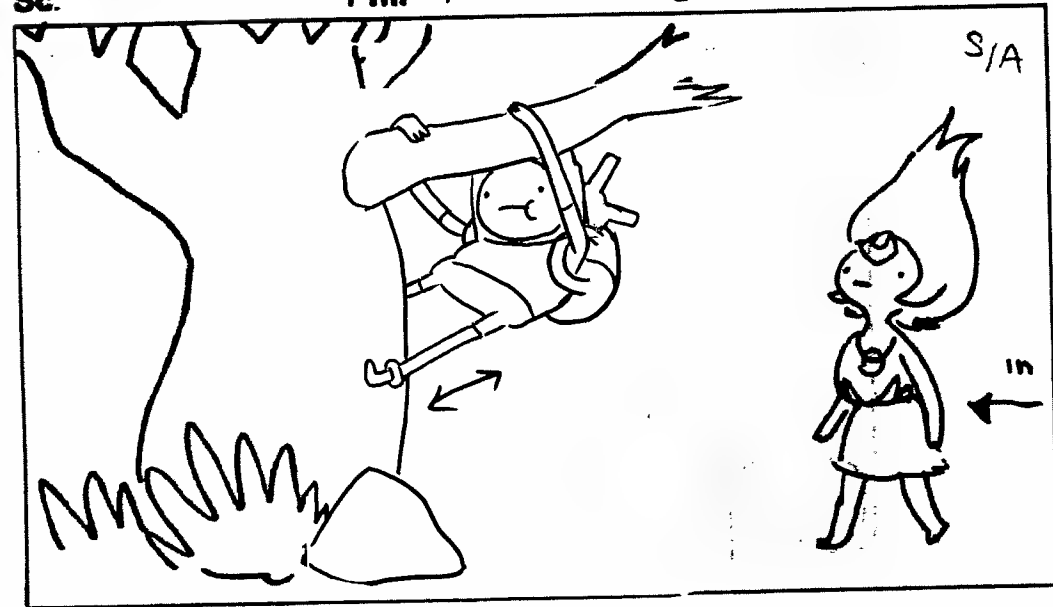


Sc. 30

Pnl. D

Bg.

day night



Dialog:

Action: - FINN HOPS ON TREE AND GRABS BRANCH.

- FP WALKS ON/S.
- FINN BRACES AGAINST TREE.

Timing:

1014-116

EPISODE #

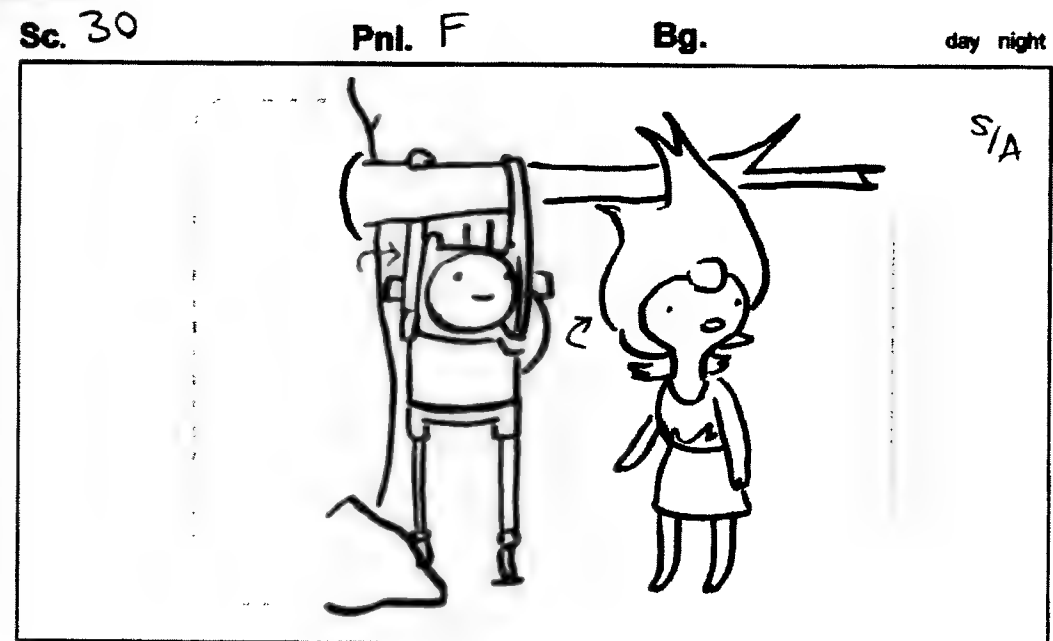
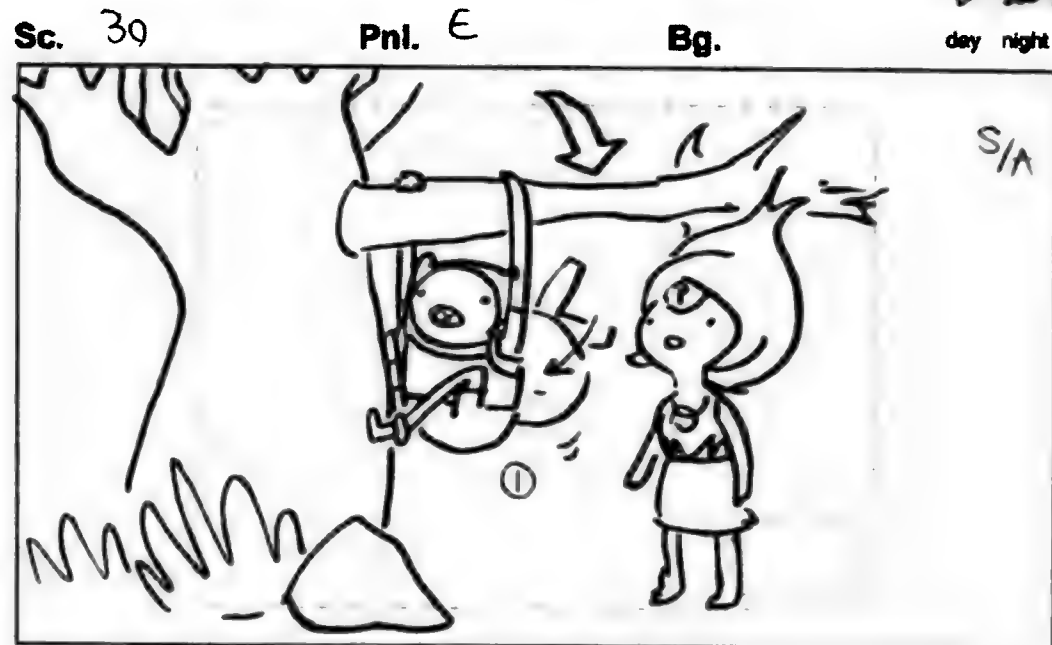
Production :



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ADVENTURE TIME



Page 56

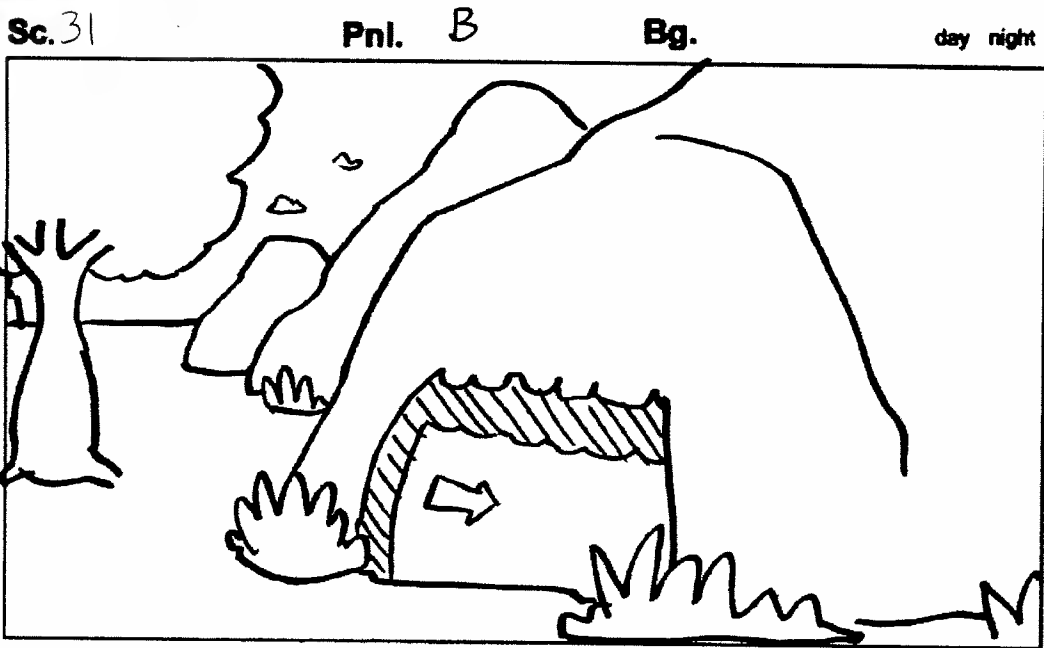
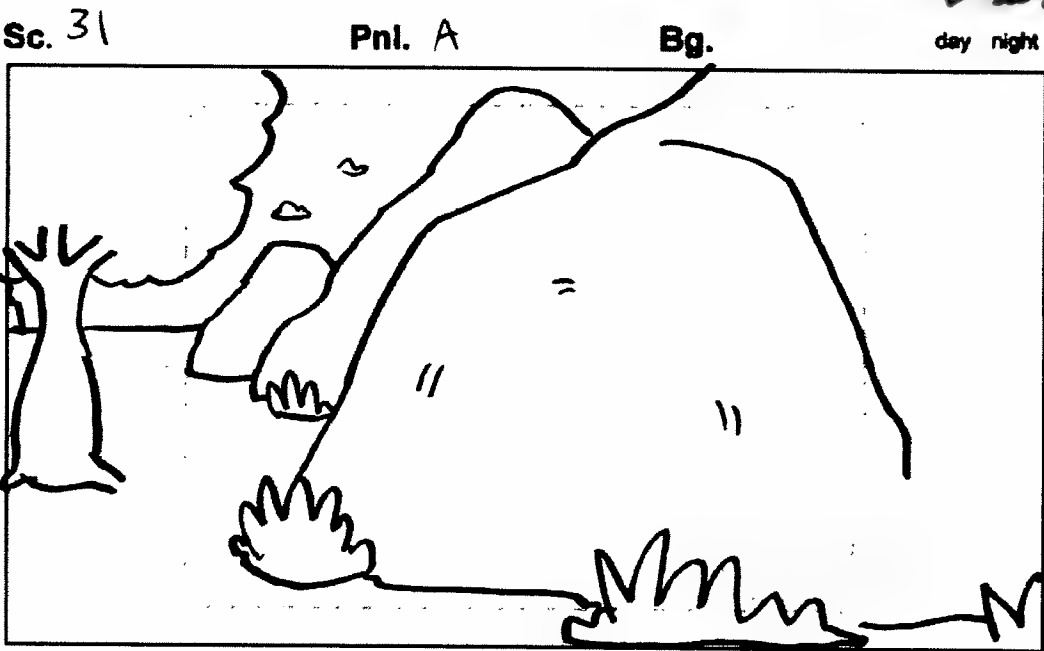
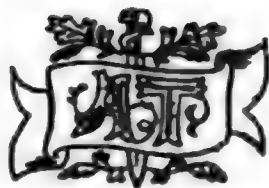


| | | |
|---------|---|--|
| Dialog: | | |
| Action: |  | <p>(o/s) SFX / < moving rock ></p> |
| Timing: | <p>Finns legs swing down</p> | <p>THEY LOOK</p> |
| |  | <p>Finns feet barely touching ground</p> |

EPISODE # 1014-116

Production :

ADVENTURE TIME



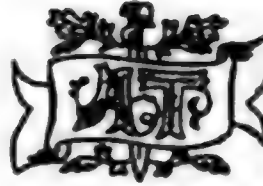
| |
|---------|
| Dialog: |
| Action: |
| Timing: |

- SECTION OF ROCK SLIDES BACK

EPISODE # 1014-116

Production :

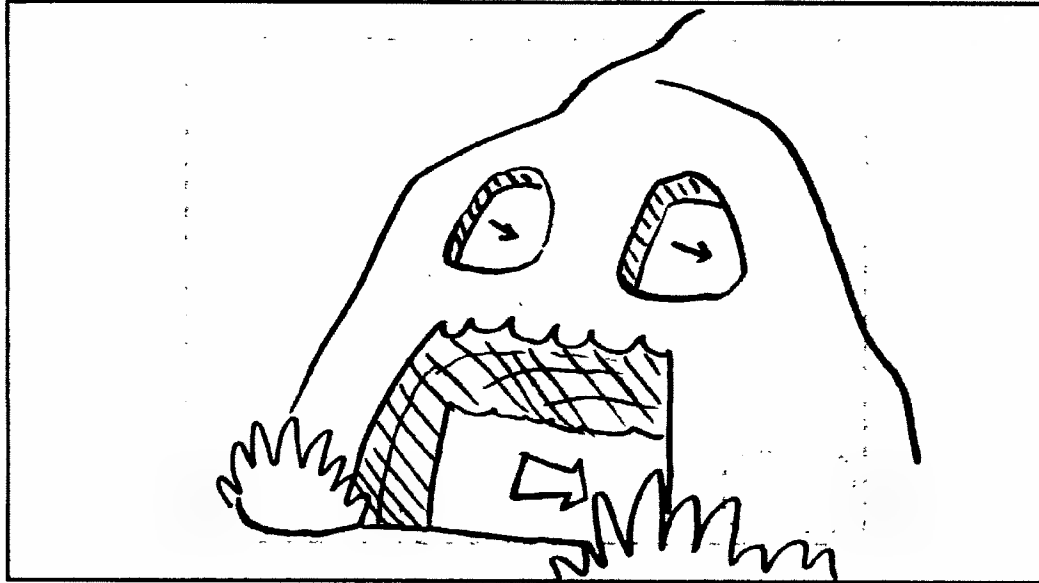
ADVENTURE TIME



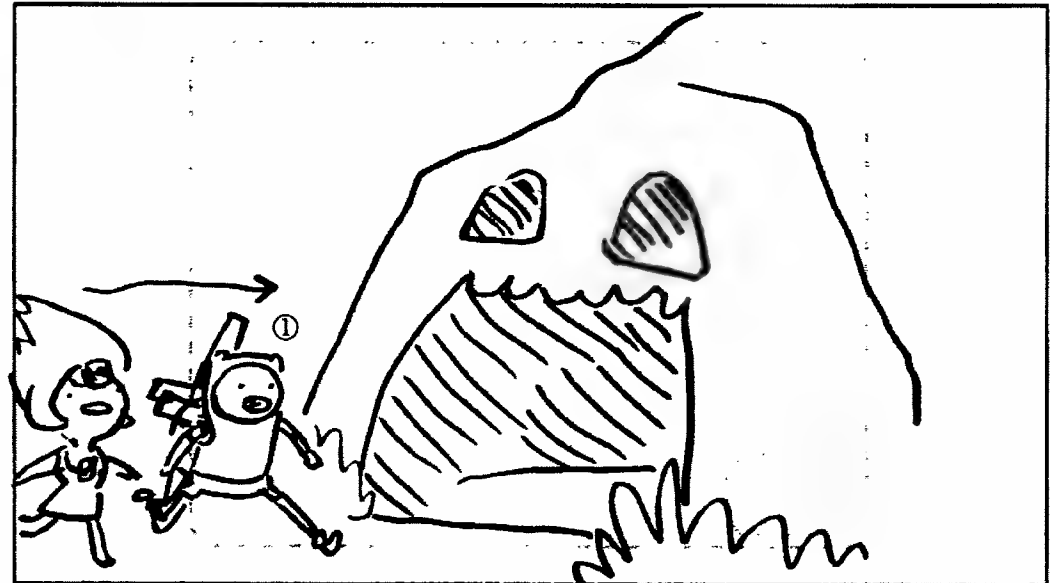
Next Sc 33

Page 58

Sc. 31 Pnl. C Bg. day night



Sc. 31 Pnl. D Bg. day night



Dialog:

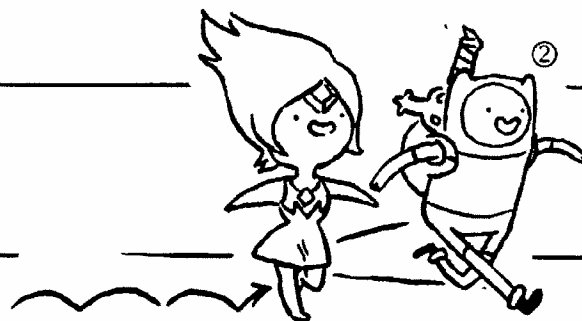
FINN + FP / HA HA YEAH!

Action:

- ROCK 'EYES' RECEDES BACK
- ROCK 'MOUTH' RECEDES OFF/S.

Timing:

-F + FP RUN ON/S.



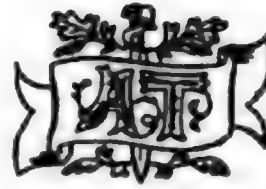
-F + FP RUN INTO TUNNEL



EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 59

Sc. 33

Pnl. A

Bg.

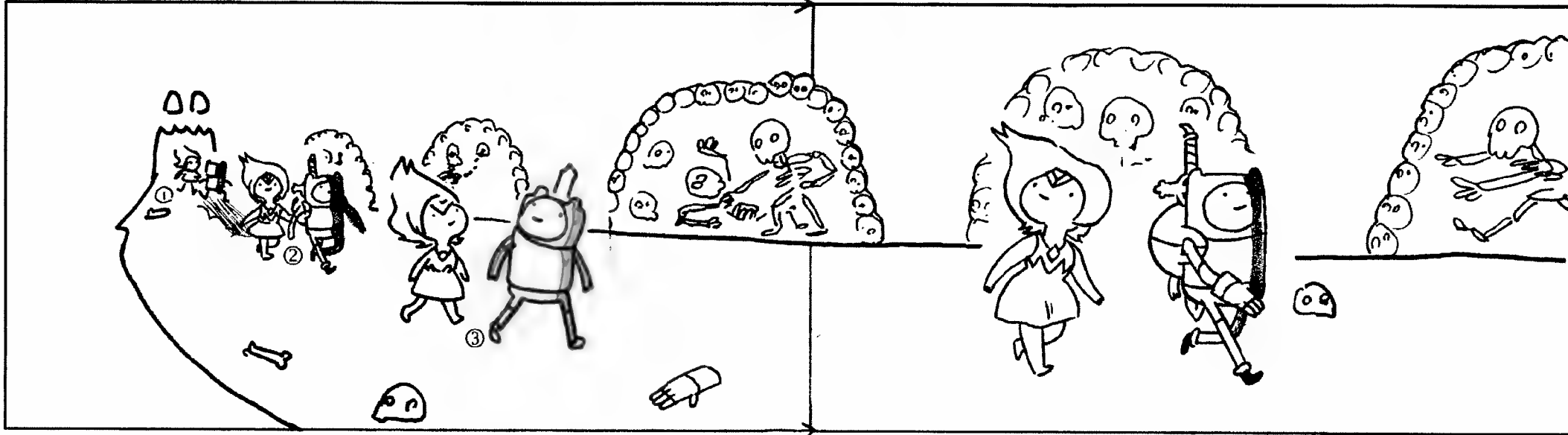
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: -INT. DUNGEON / UNDERGROUND OSSUARY.
-F+FP RUN DOWN CORRIDOR
-F STOPS TO PICK UP GAUNTLET.

Timing:

F: ⑤ OO, GAUNTLET.

-F. SLIPS ON GAUNTLET.
-F+FP LOOK AROUND



1014-116

EPISODE #

STOP

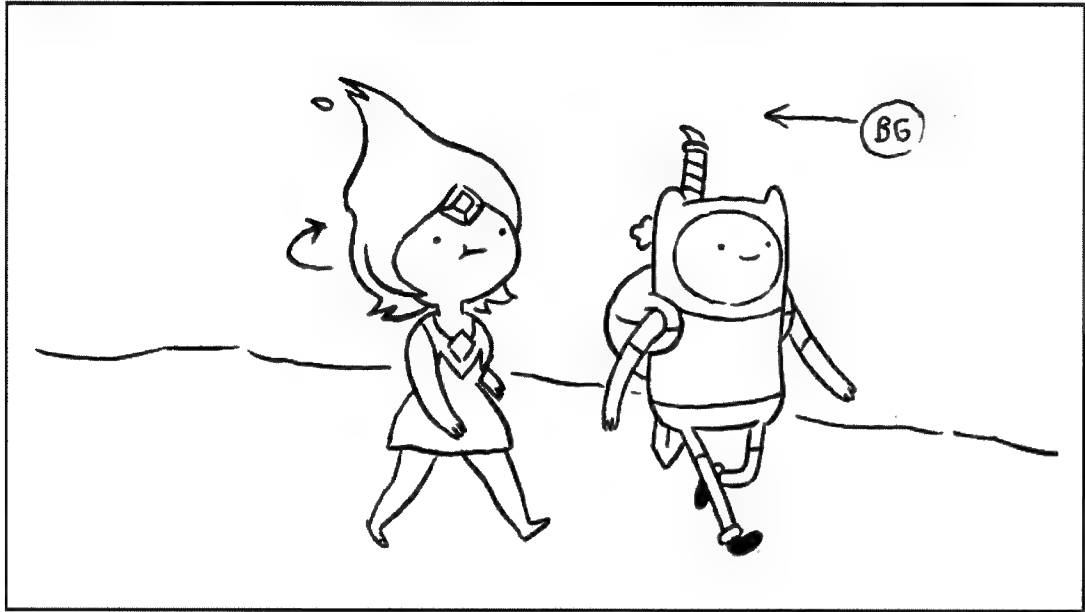
Production :

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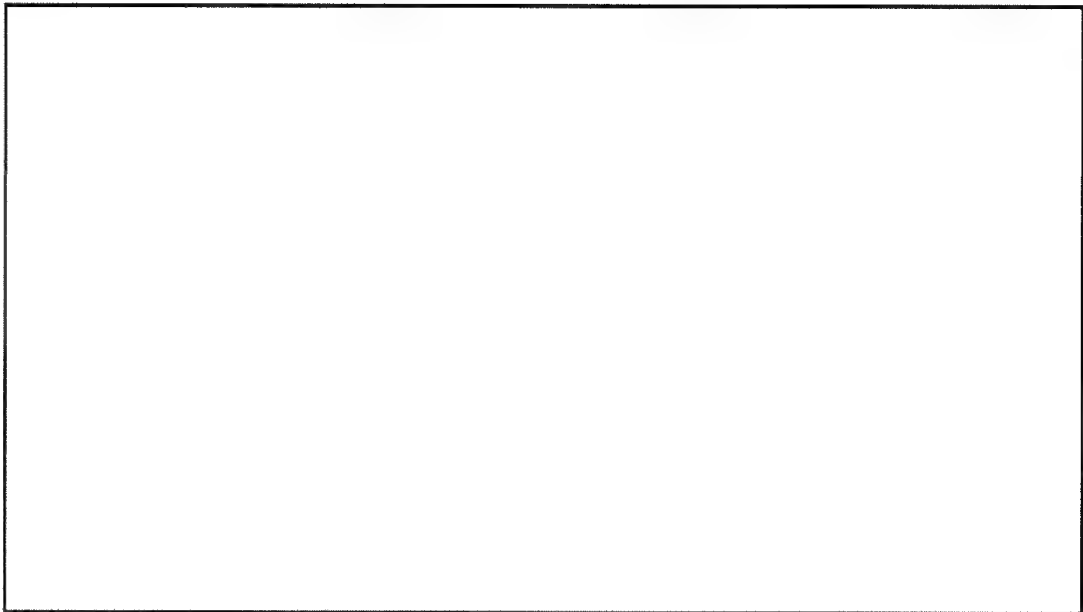
ADVENTURE TIME



Sc. 33 Pnl. B Bg. day night



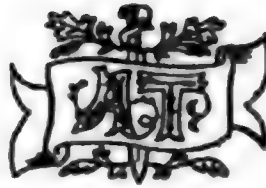
Sc. Pnl. Bg. day night



| |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE # 1014-116
Production :

ADVENTURE TIME



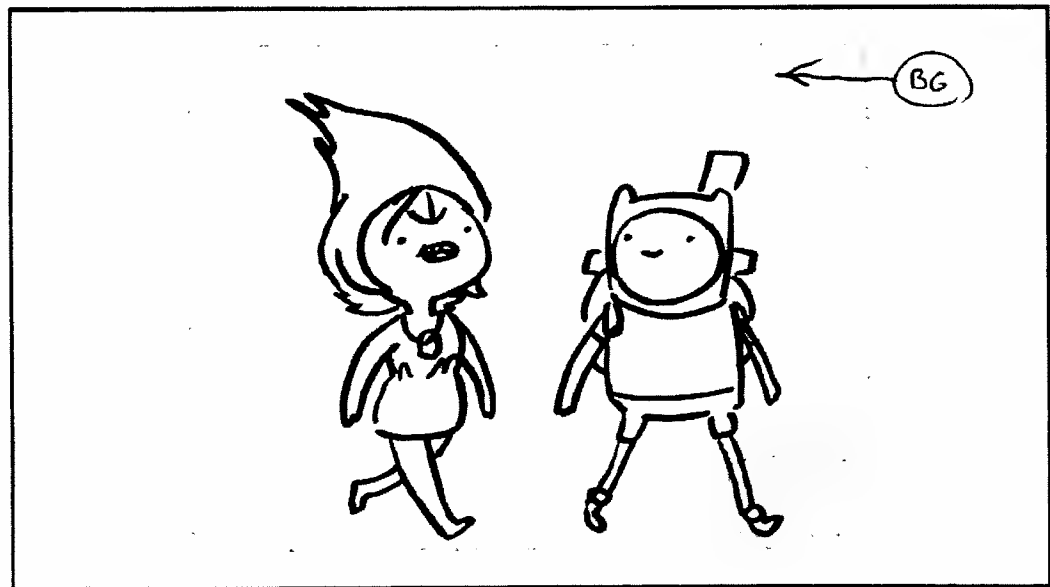
Page 60

Sc. 33

Pnl. C

Bg.

day night

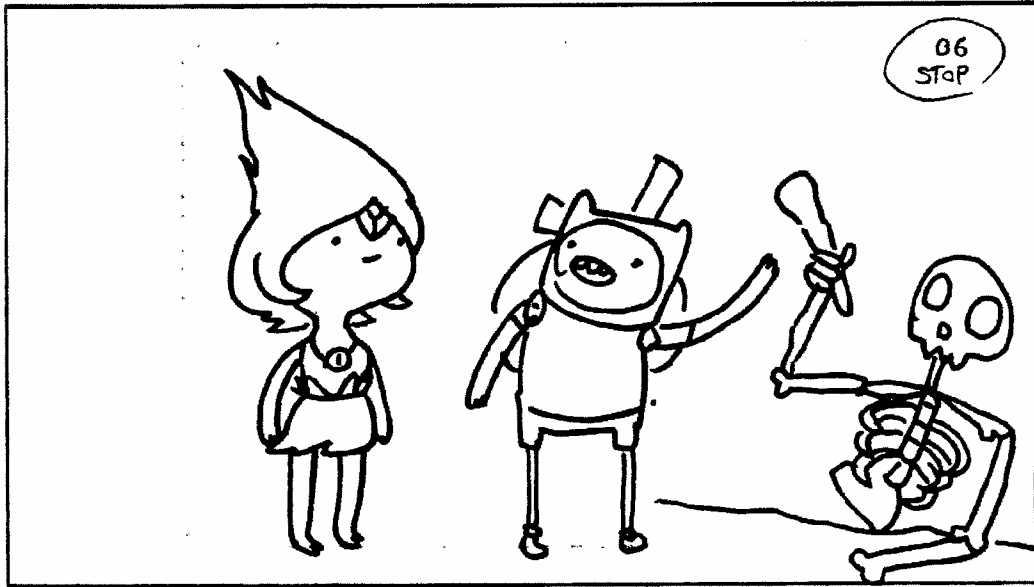


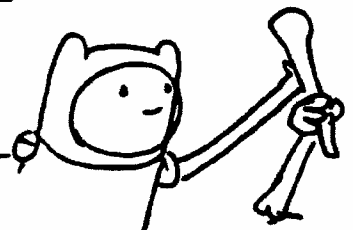
Sc. 33

Pnl. D

Bg.

day night

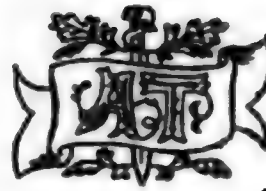


| | | |
|---------|---|---|
| Dialog: | FP/ THANKS FOR TAKING ME OUT, FINN. | E/ NO PROB, BOB. |
| Action: | - F STOPS NEXT TO SKELETON W/ TORCH. |  |
| Timing: | | Finn grabs torch |

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 61

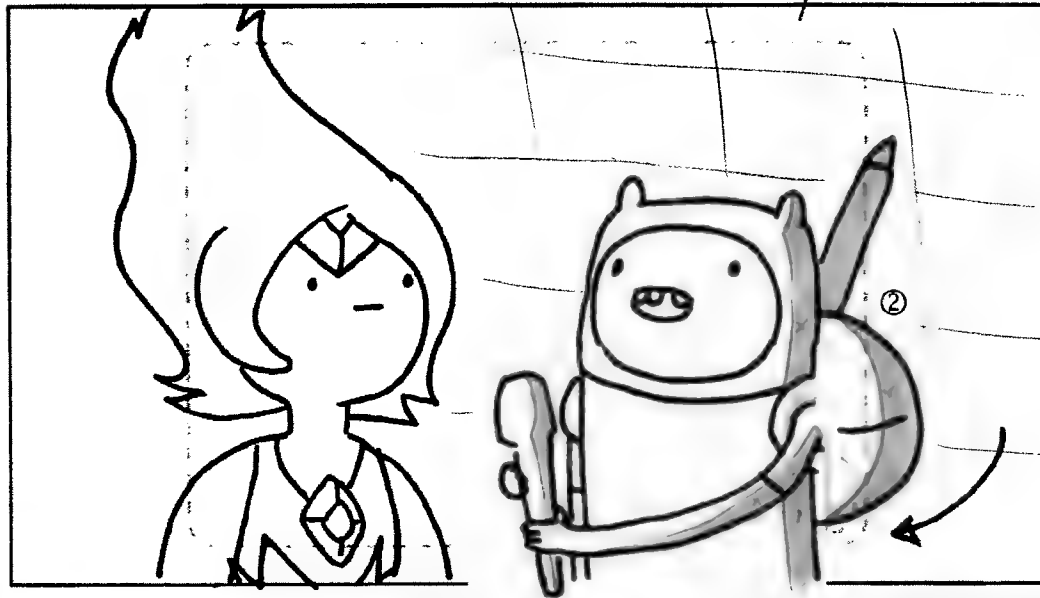
Sc. 34

Pnl. A

Bg.

will

day night

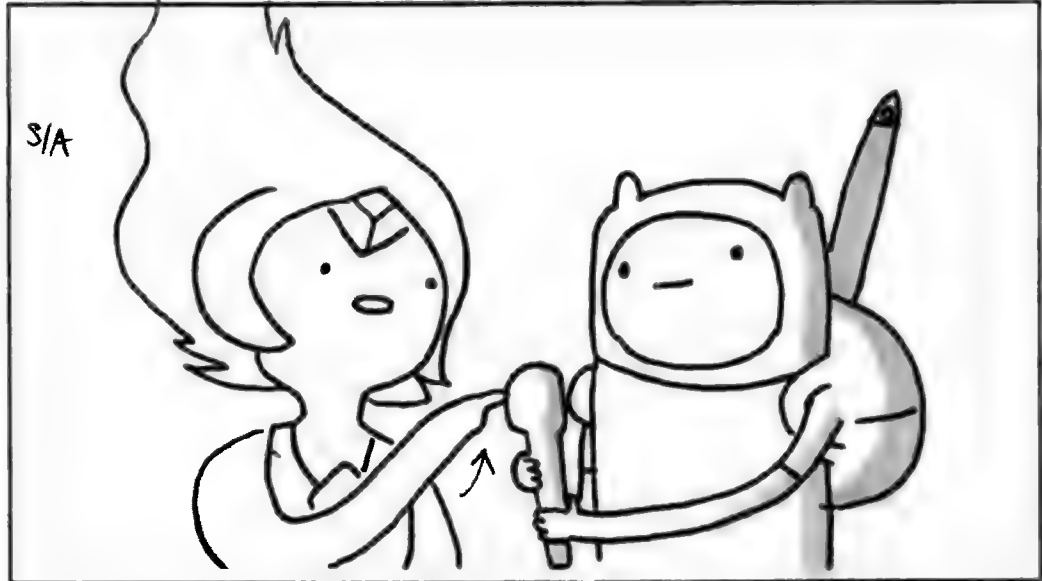


Sc. 34

Pnl. B

Bg.

day night



Dialog:

F / LIGHT THIS FOR ME,
WILL YA ?

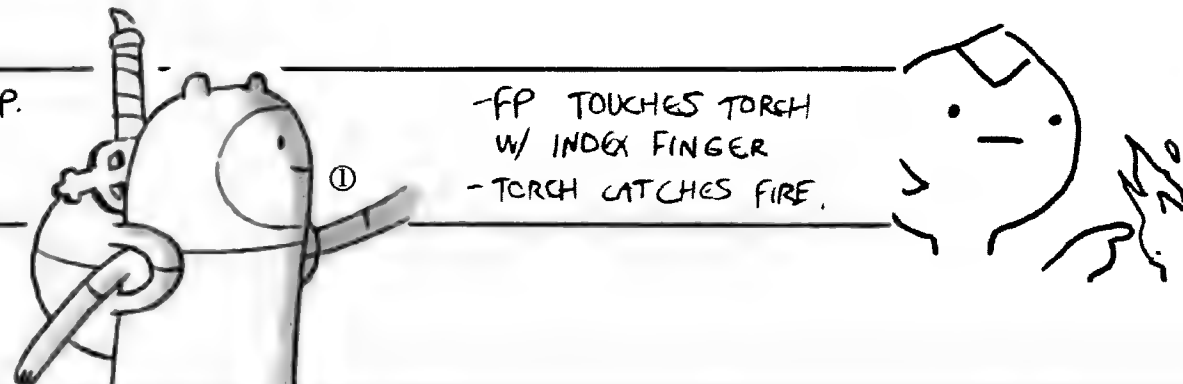
Action:

-FINN OFFERS TORCH TO FP.

FP / OH, SURE.

-FP TOUCHES TORCH
W/ INDEX FINGER
-TORCH CATCHES FIRE.

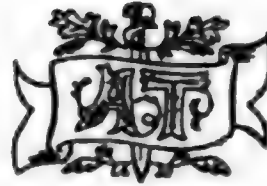
Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME



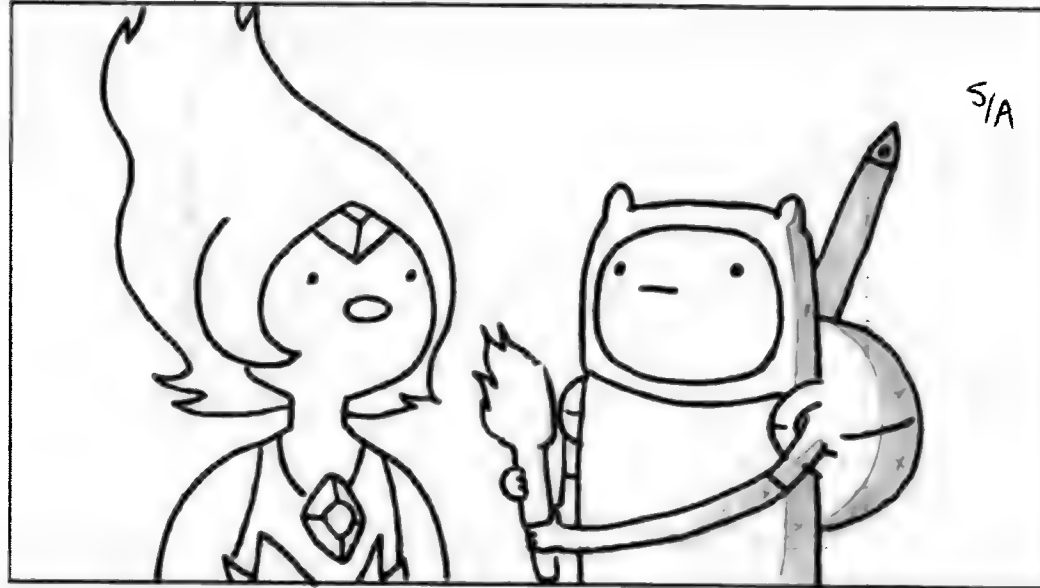
Page 62

Sc. 34

Pnl. C

Bg.

day night

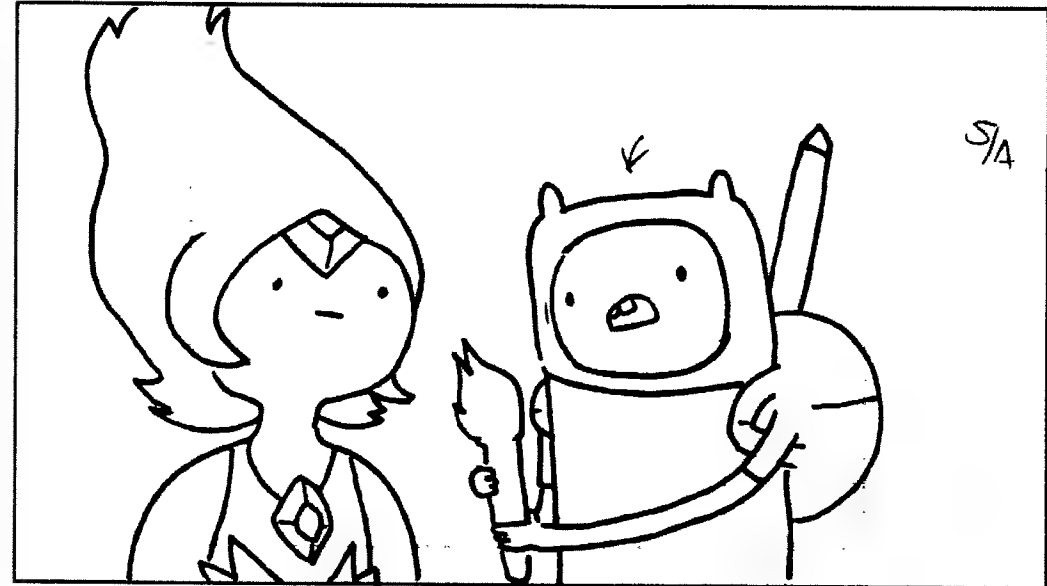


Sc. 34

Pnl. D

Bg.

day night



Dialog:

FP / AH, DO WE NEED A TORCH?
I'M SORT OF MADE OF FIRE.

F / OH.. WELL I GUESS
TORCHES ARE JUST...

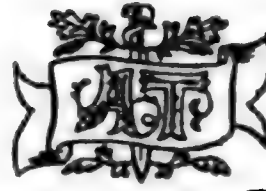
Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



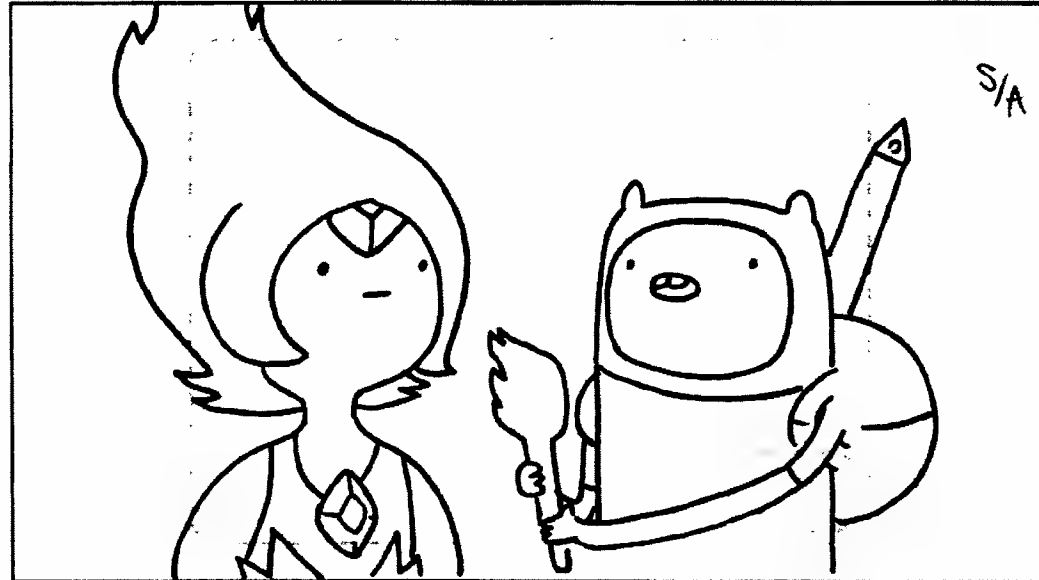
Page 63

Sc. 34

Pnl. E

Bg.

day night

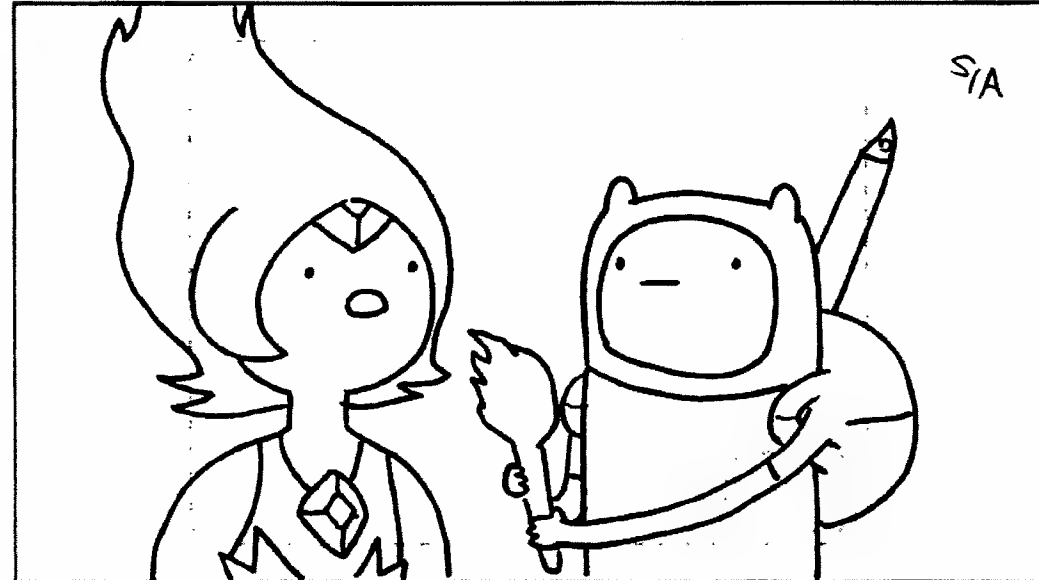


Sc. 34

Pnl. F

Bg.

day night



Dialog:

F/ .. COOL FOR DUNGEONS,
YOU KNOW ?

FP/ OH, OKAY.

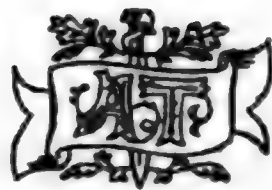
Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



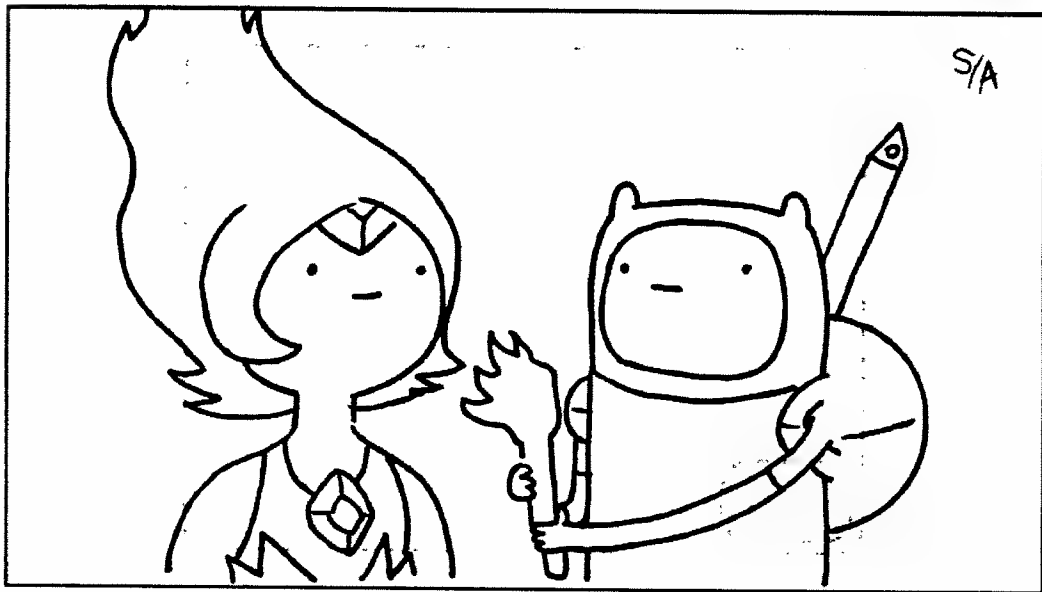
Page 64

Sc. 34

Pnl. C

Bg.

day night

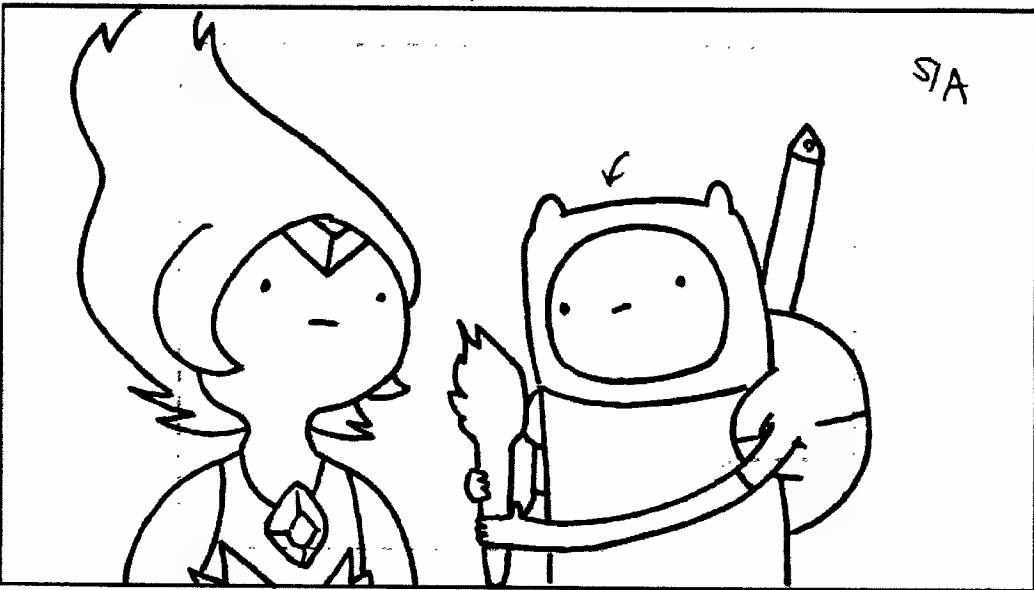


Sc. 34

Pnl. H

Bg.

day night



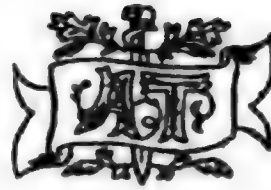
| |
|--|
| Dialog: |
| Action: - FINN LOOKS AT TORCH AGAIN |
| Timing: |

EPISODE # 1014-116

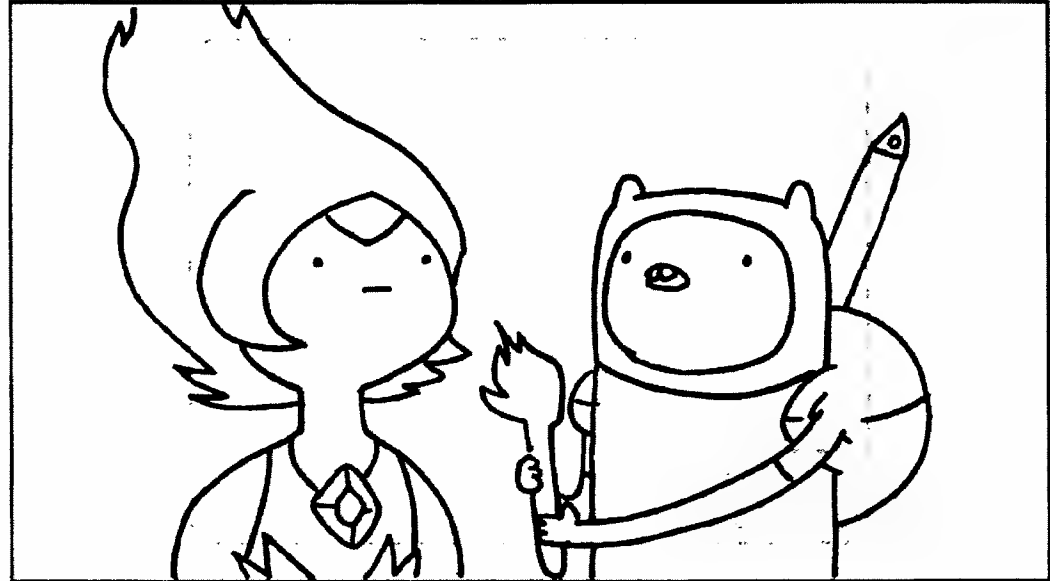
Production :

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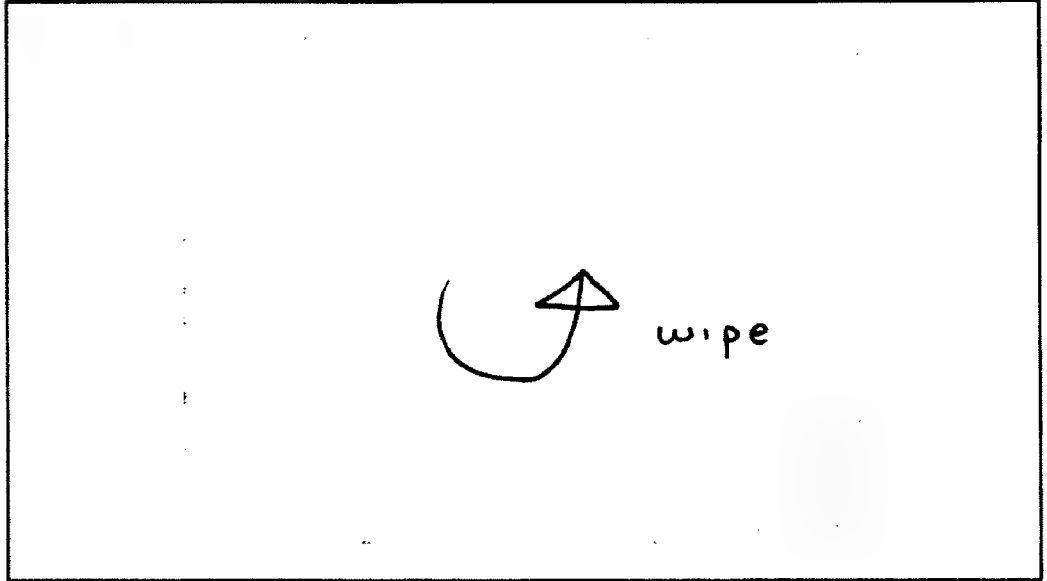
ADVENTURE TIME



Sc. 34 Pnl. I Bg. day night



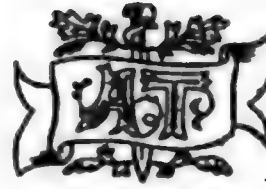
Sc. Pnl. in Bg. day night



| |
|--|
| Dialog: |
| <p>F/ YEAH, I'D LIKE TO HANG ON TO IT.</p> |
| Action: |
| Timing: |

EPISODE # 1014-116
Production :

ADVENTURE TIME



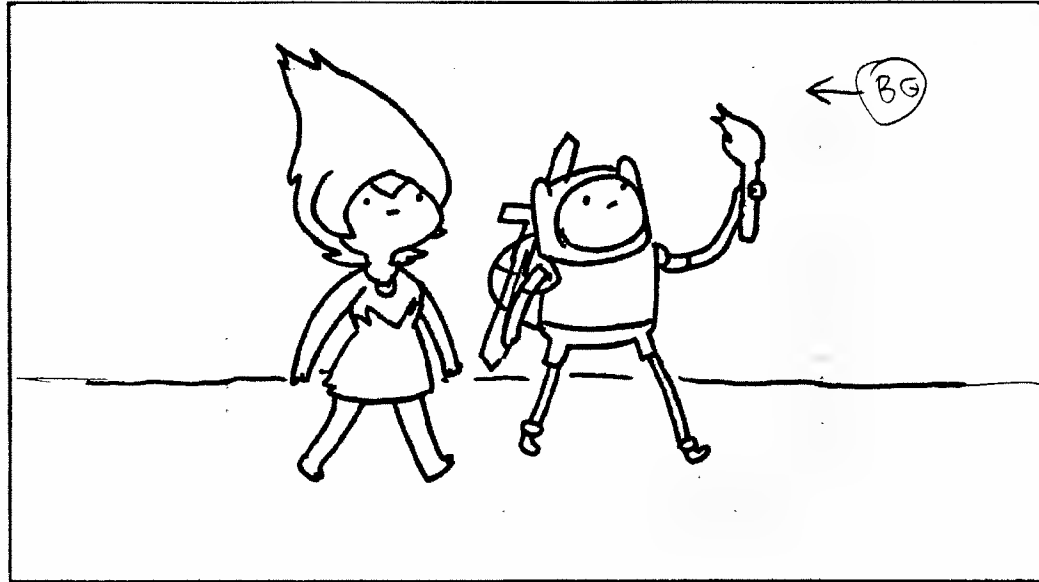
Page 66

Sc. 35

Pnl. A

Bg.

day night



Sc. 35

Pnl. B

Bg.

day night



EPISODE # 1014-116

Production :

Dialog:

FP/ ^② Boy, this place
is creepy

F/ REALLY?

Action:

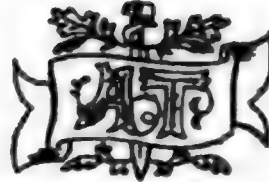
Timing:

BG
←



BG
←

ADVENTURE TIME



Page 67

Sc. 35

Pnl. C

Bg.

day night



Sc. 35

Pnl. D

Bg.

day night



Dialog:

F / I FEEL LIKE
IT'S TRYING TOO HARD.

F / GOLD PIECE !

Action:

-FINN SQUATS TO PICK UP GOLD COIN.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



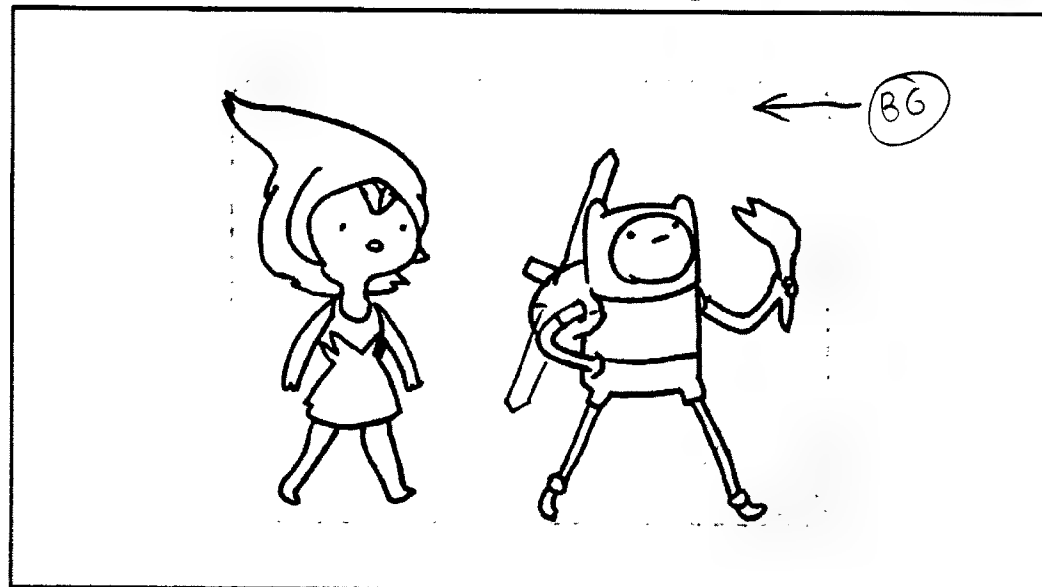
Page 68

Sc. 35

Pnl. E

Bg.

day night

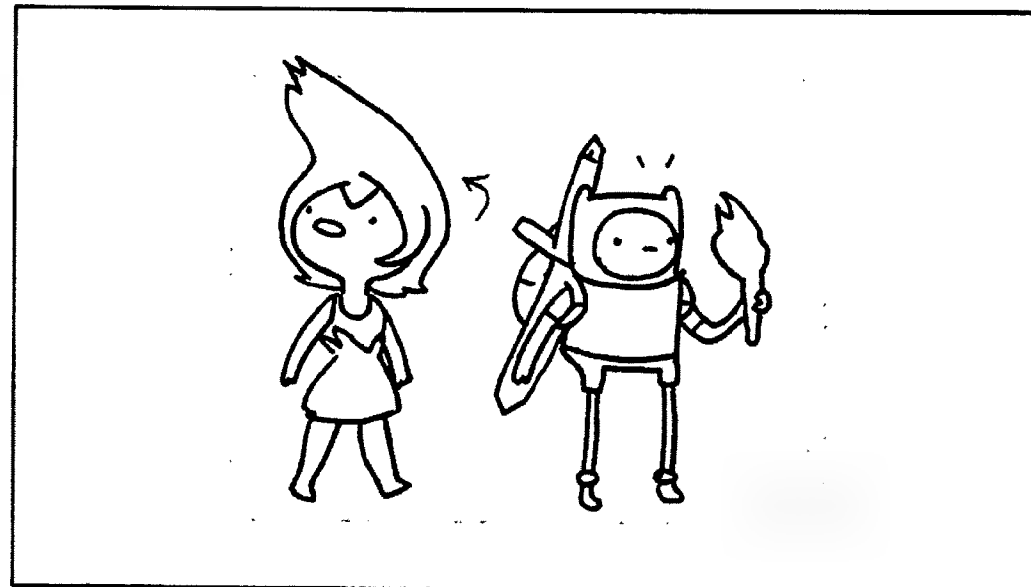


Sc. 35

Pnl. F

Bg.

day night



Dialog:

FP/ OH...

FP/ YOU MEAN LIKE WITH
ALL THE SKULLS ?

Action:

- FINN POCKETS
GOLD PIECE AS HE CONTINUES WALKING

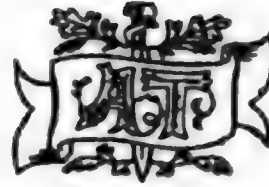
- FINN STOPS SUDDENLY.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



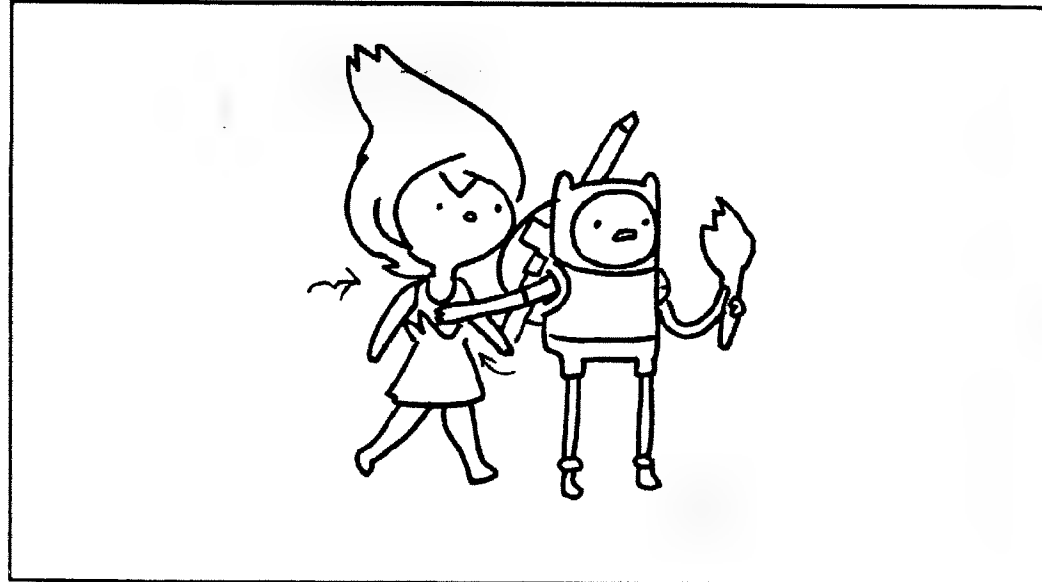
Page 69

Sc. 35

Pnl. G

Bg.

day night

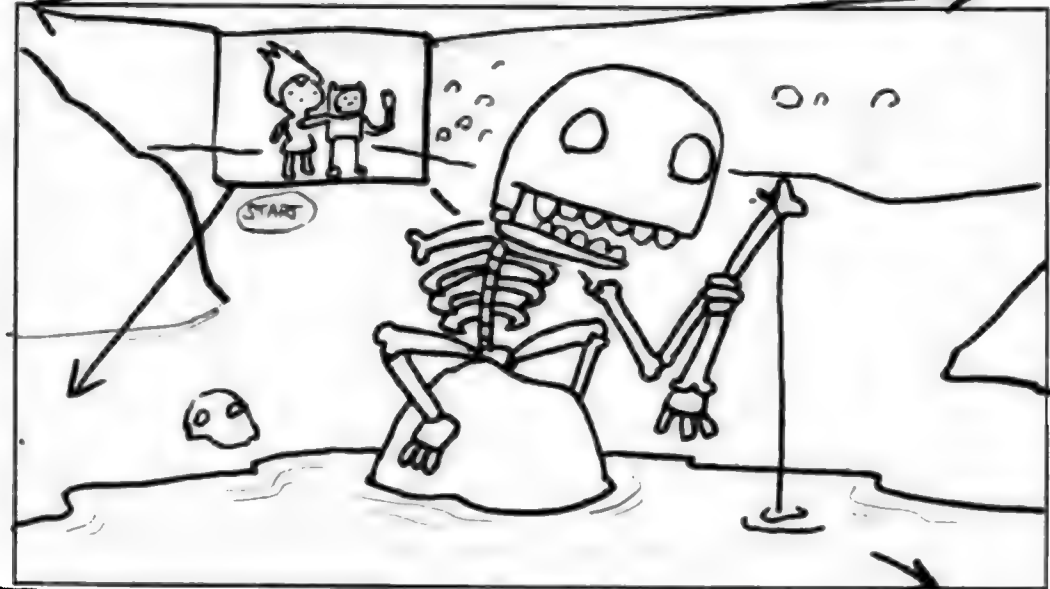


Sc. 35

Pnl. H

Bg.

day night



EPISODE # 1014-116

Dialog:

(WHISPERING)
F / WHOA, WHOA ...

Action:

- FINN PUTS OUT HIS ARM
TO STOP FP.

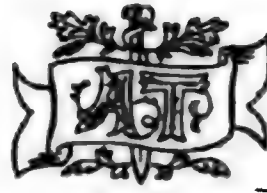
- TRUCK OUT TO REVEAL
SKELETON FISHING.



Timing:

Production :

ADVENTURE TIME



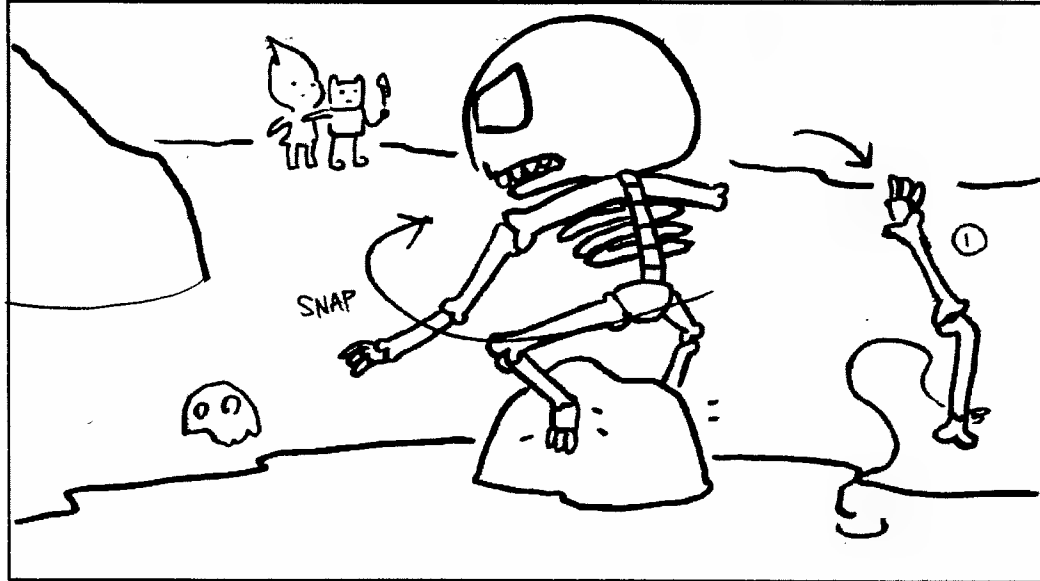
Page 70

Sc. 35

Pnl. I

Bg.

day night

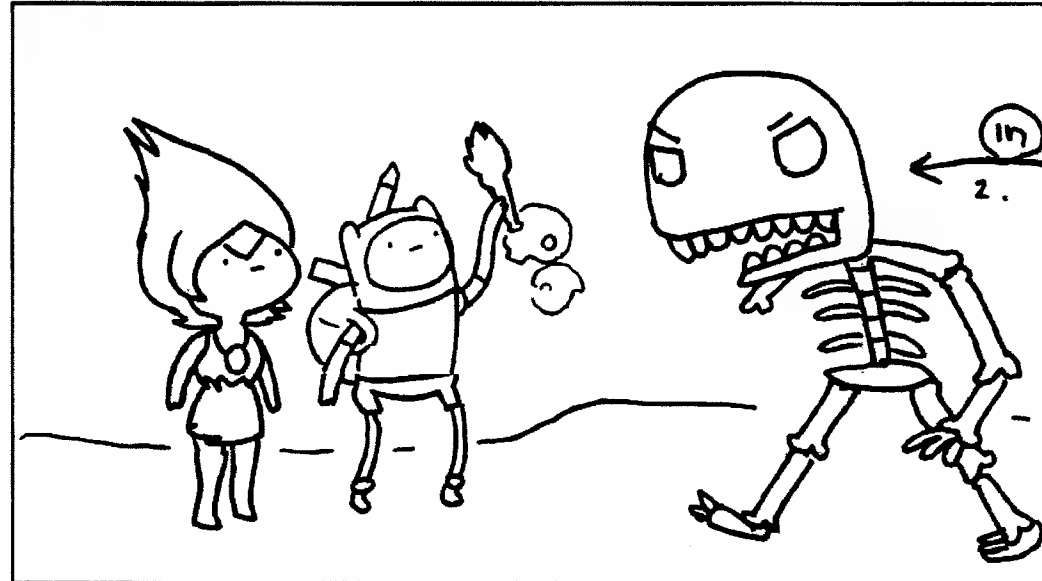


Sc. 36

Pnl. A

Bg.

day night



Dialog:

BONEY / HEY!

B / WHAT ARE YOU
DOING HERE ?!

Action:

- BONEY SPINS AROUND
TOSSES FISHING POLE IN WATER



(Finn hangs up
torch on wall)
- BONEY WALKS ON/S

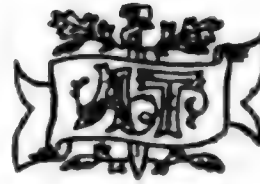


Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



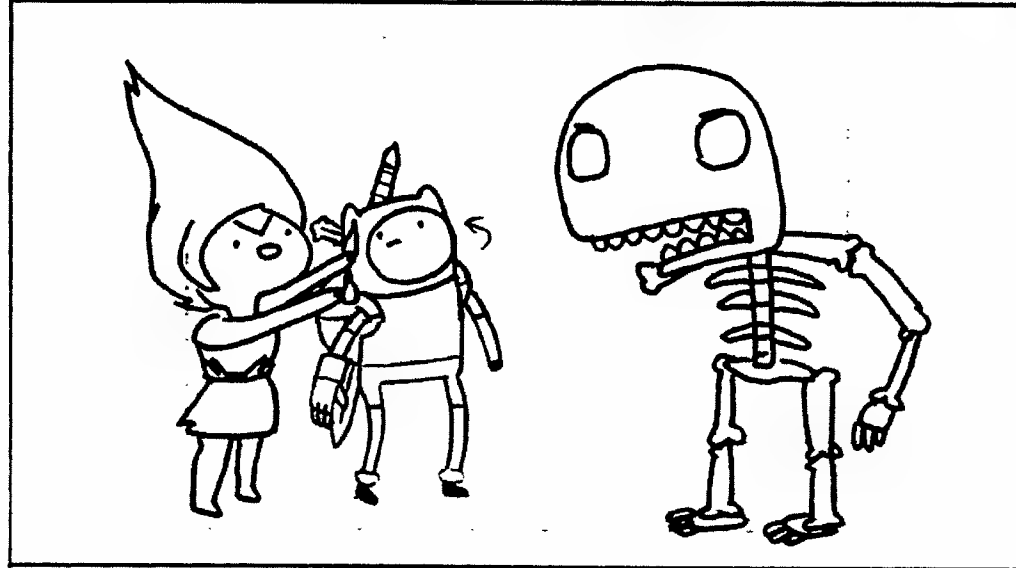
Page 71

Sc. 36

Pnl. B

Bg.

day night

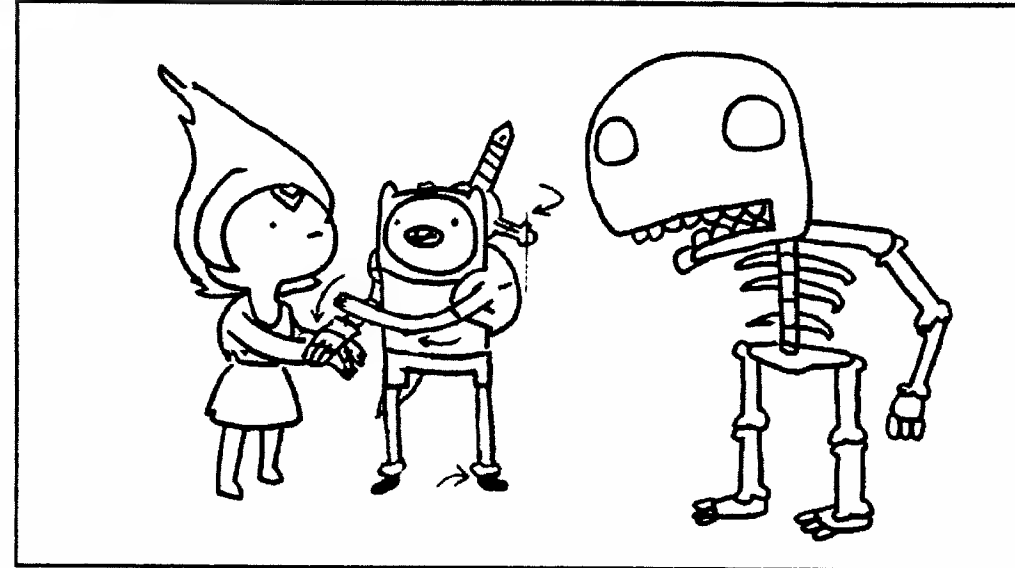


Sc. 36

Pnl. C

Bg.

day night



Dialog:

FP/ BURNING YOU
ALIVE !

F / HAAAAHA, NO, NO WAIT A SEC...

SFX: * SIZZLE *

Action:

FP raises her hands
small flames appear



-FINN LIGHTLY PUSHES FP'S ARMS DOWN.

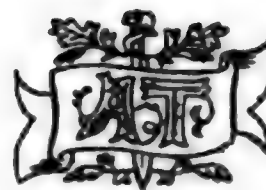
Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME



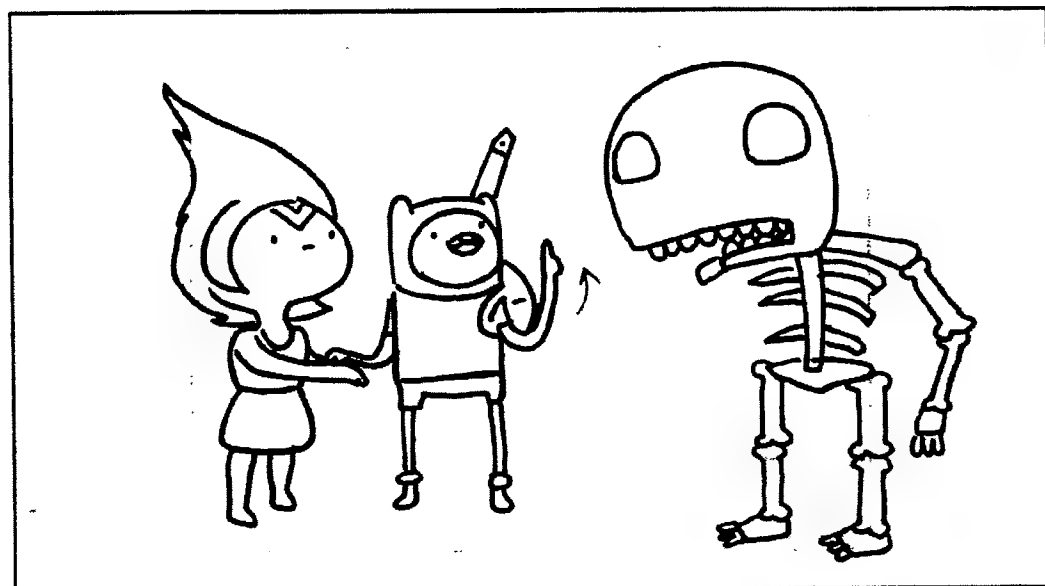
Page 72

Sc. 36

Pnl. D

Bg.

day night

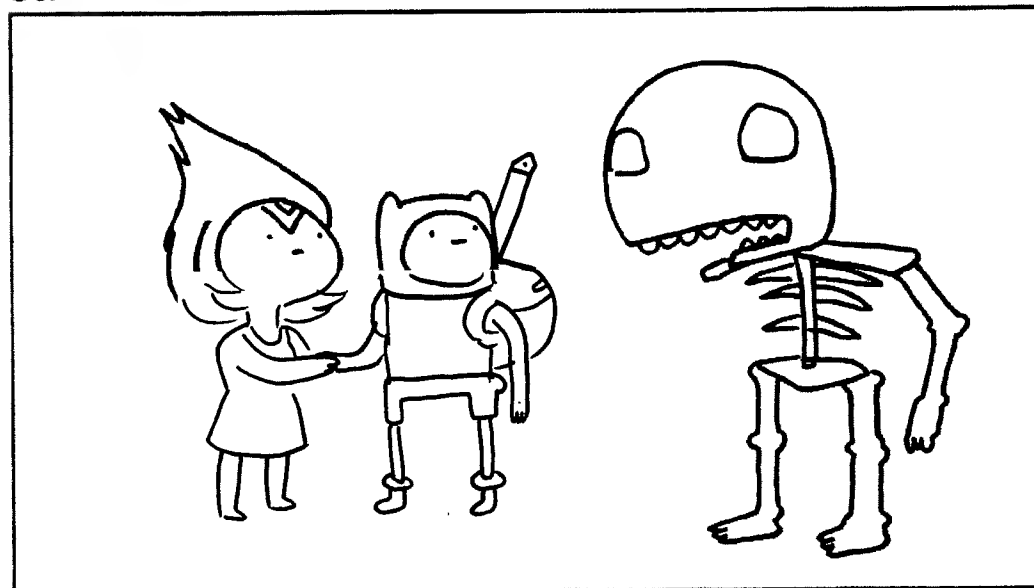


Sc. 36

Pnl. E

Bg.

day night



Dialog:

F / SORRY , ONE
SECOND

B / SURE .

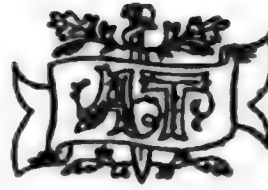
Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



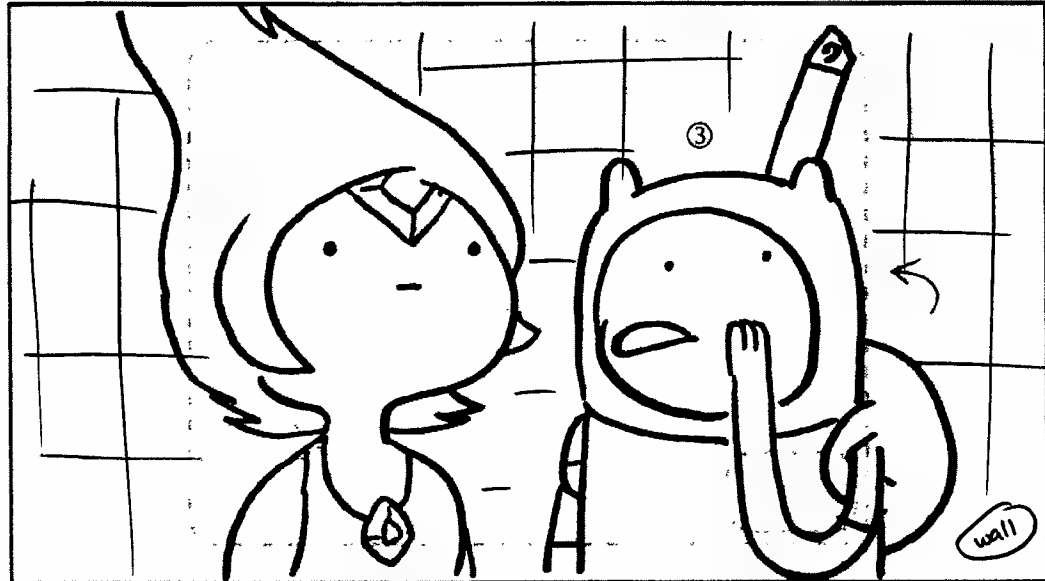
Page 73

Sc. 37

Pnl. A

Bg.

day night

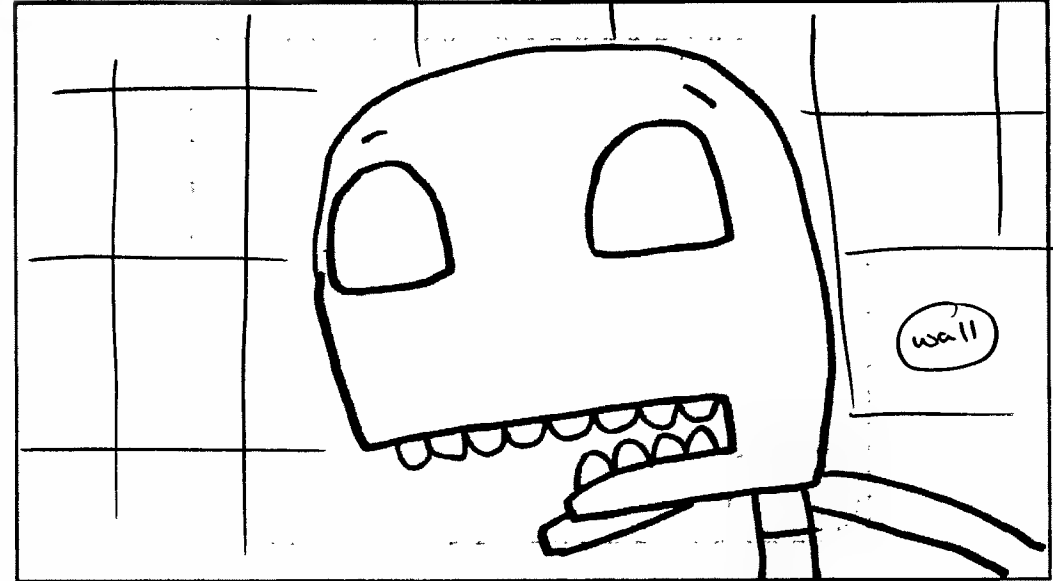


Sc. 38

Pnl. A

Bg.

day night



EPISODE# 1014-116

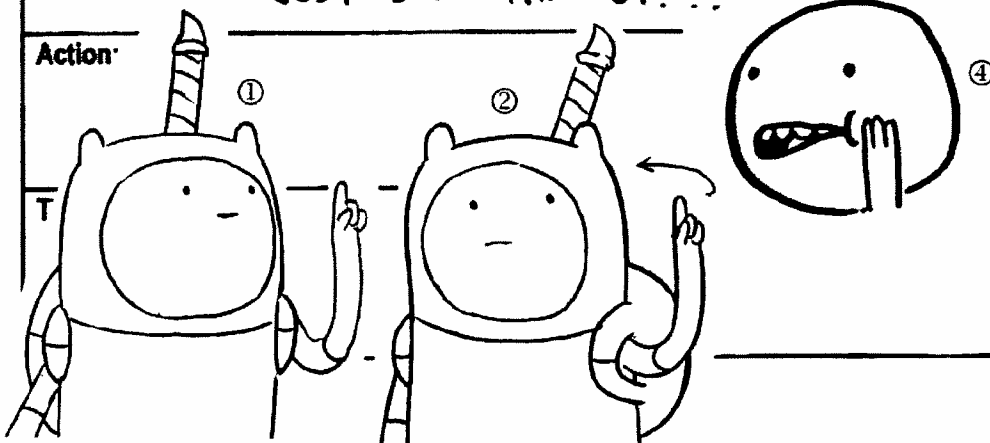
Production :

Dialog:

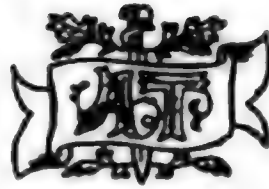
1.
F/ HE MIGHT HAVE IMPORTANT
LOOT ON HIM,² SO WE DON'T WANNA
JUST BURN HIM UP. ...

F/(OS) PLUS, IT'S A LITTLE
CRUEL, EVEN TO AN EVIL GUY... .

Action:



ADVENTURE TIME



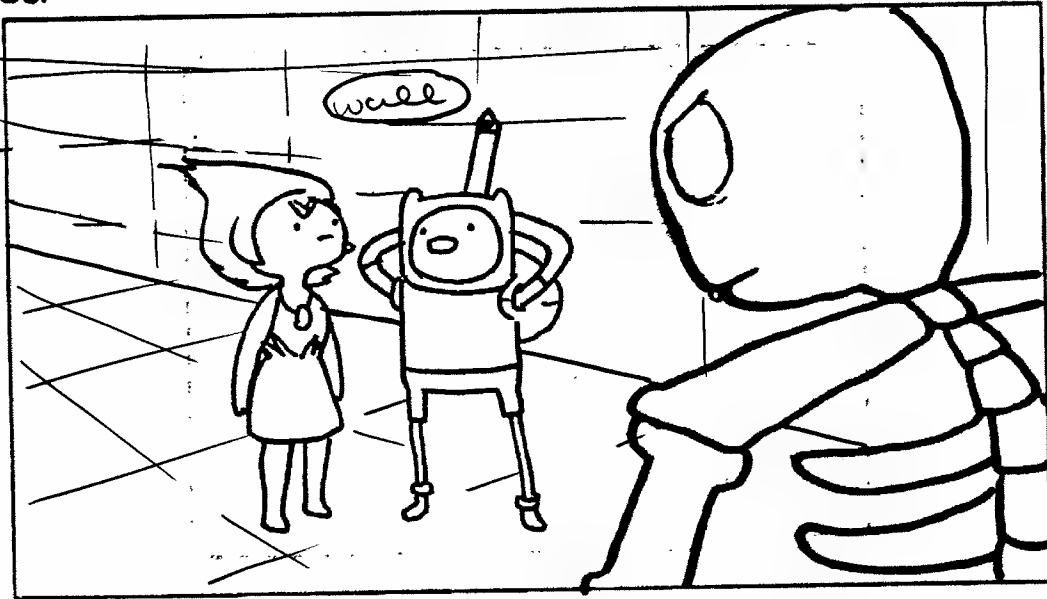
Page 74

Sc. 39

Pnl. A

Bg.

day night

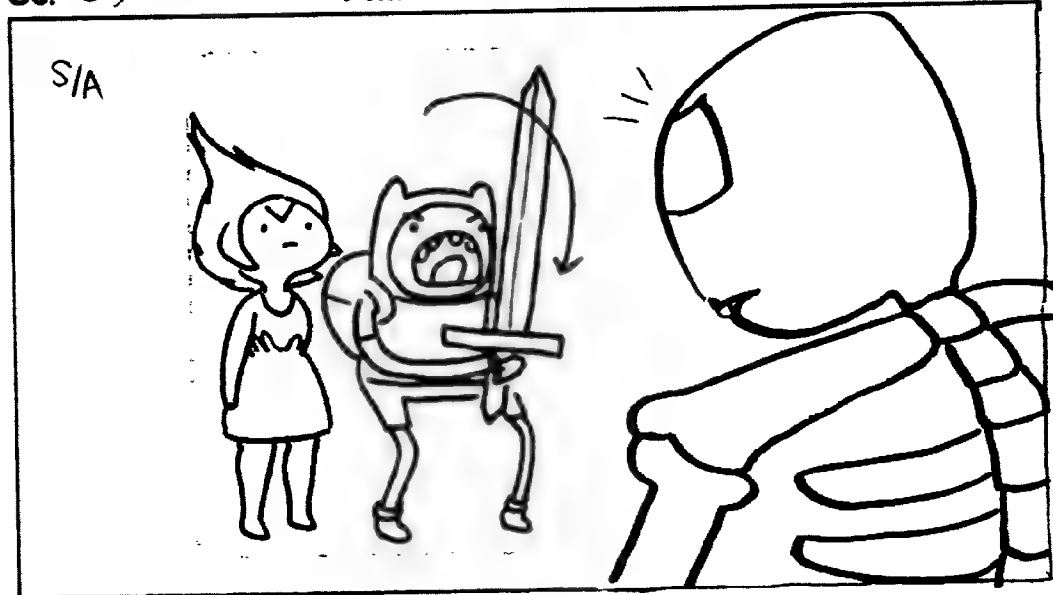


Sc. 39

Pnl. B

Bg.

day night



Dialog:

F / CHECK THIS OUT

F / RRRRAHRR!

Action:

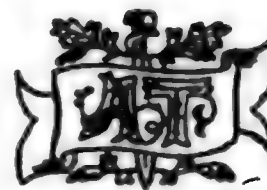
- FINN PULLS OUT SWORD.

Timing:

1014-116

Production :

ADVENTURE TIME



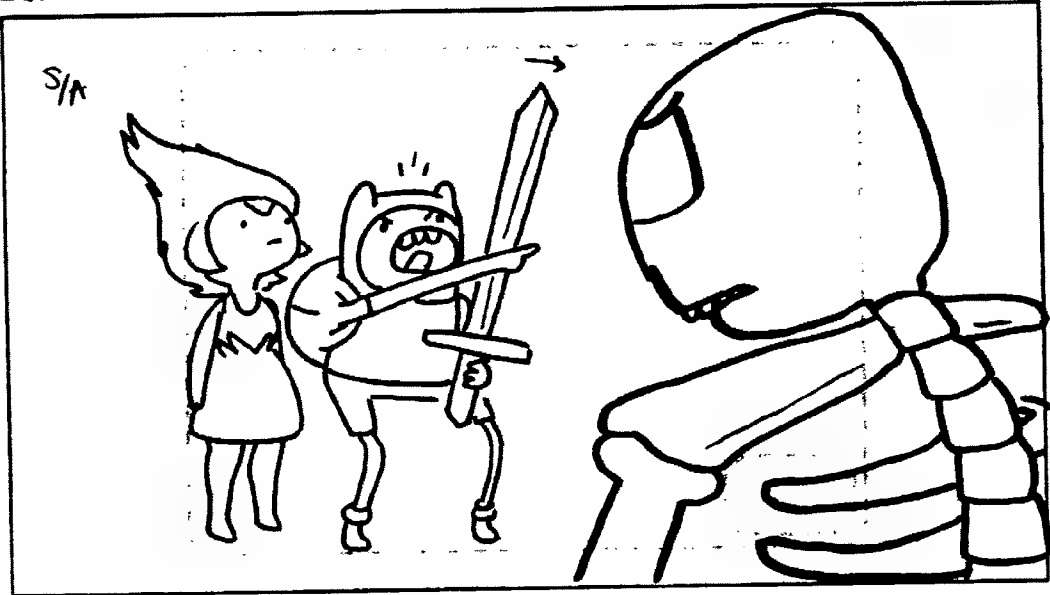
Page 75

Sc. 39

Pnl. C

Bg.

day night

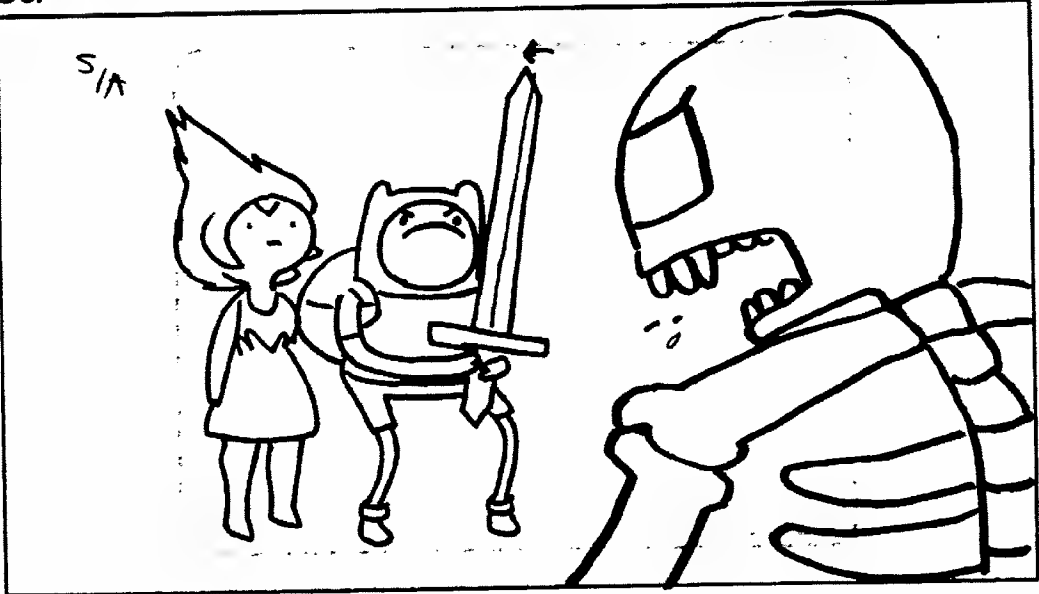


Sc. 39

Pnl. D

Bg.

day night

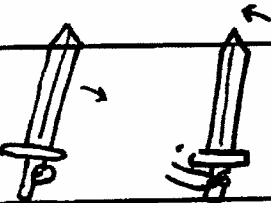


Dialog:

F/ YOU'RE GONNA
SURRENDER!

B/ RAHHHR!

Action:



Finn's sword drifts
a little when he takes
his hand off to point

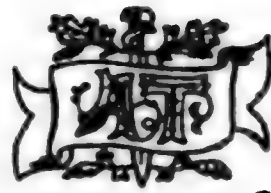
- BONEY SPITS OUT LITTLE
GOO FLECKS AS HE ROARS

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME

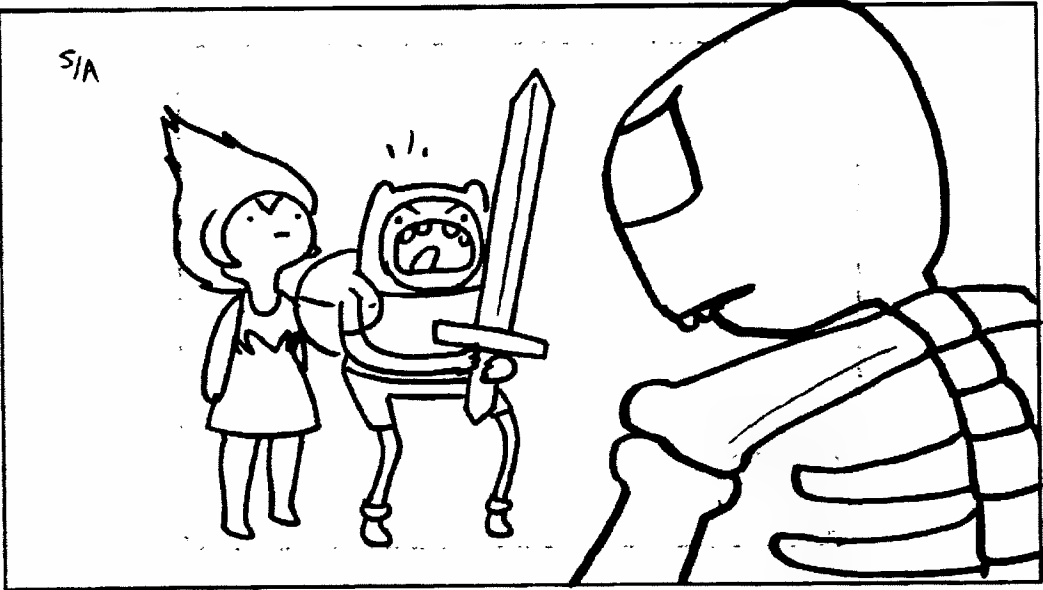


Sc. 39

Pnl. E

Bg.

day night

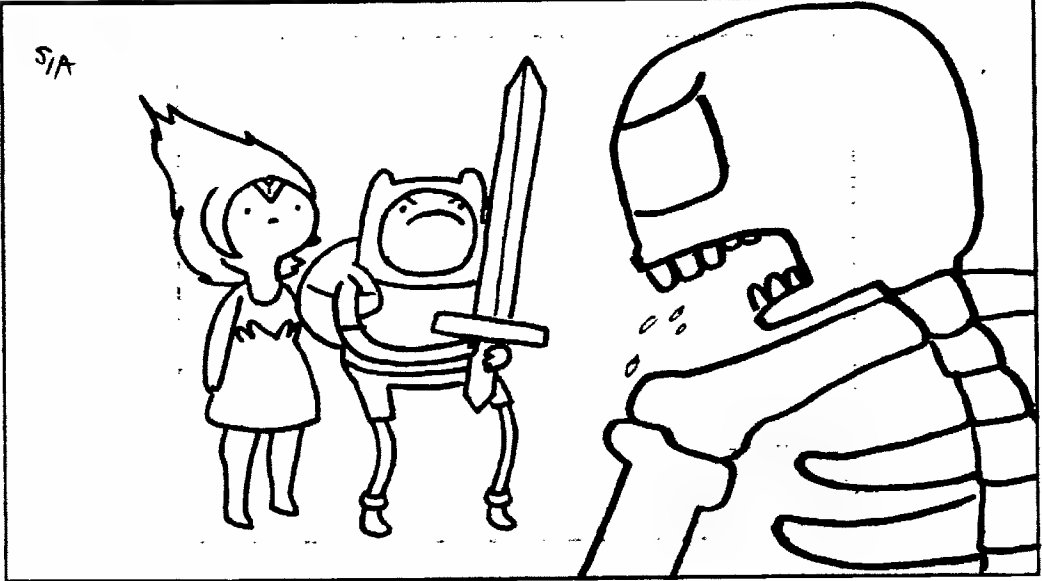


Sc. 39

Pnl. F

Bg.

day night



Dialog:

F/ RAHHH!

B/ RAHHH!!

Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



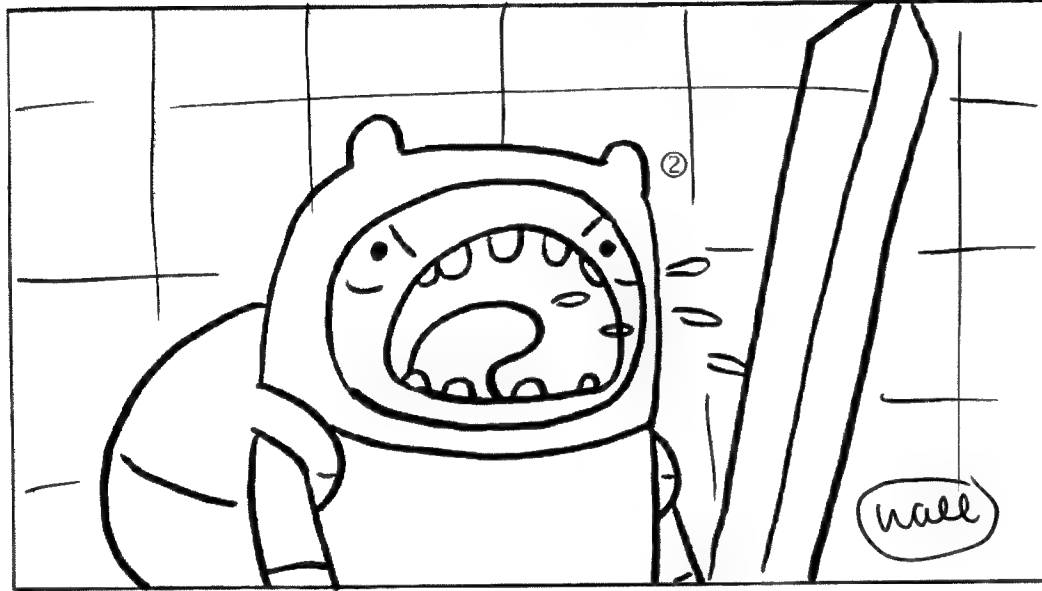
Page 77

Sc. 40

Pnl. A

Bg.

day night

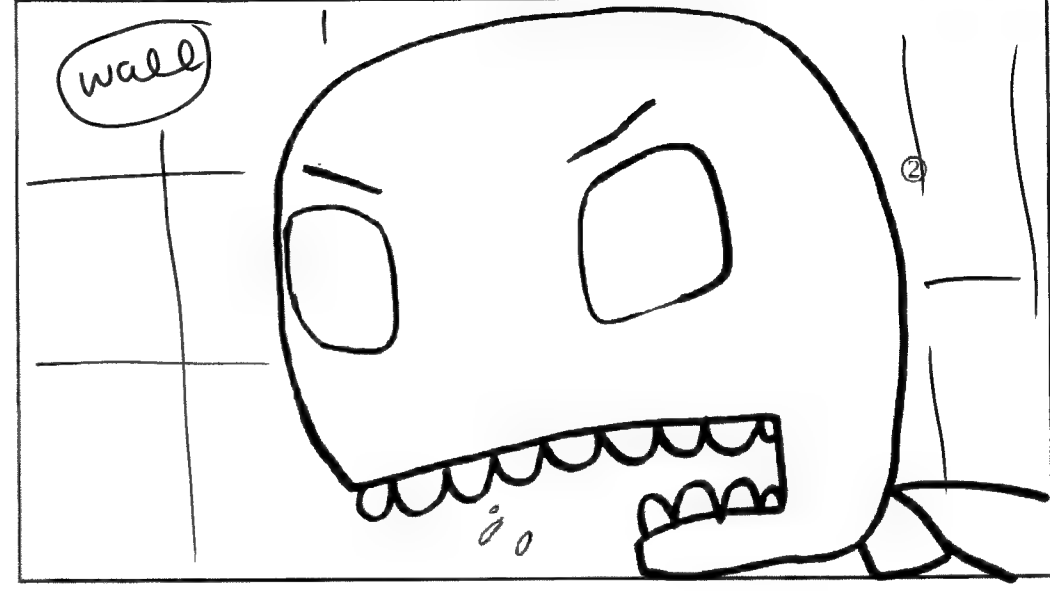


Sc. 41

Pnl. A

Bg.

day night



Dialog:

F/ RACHHHH!

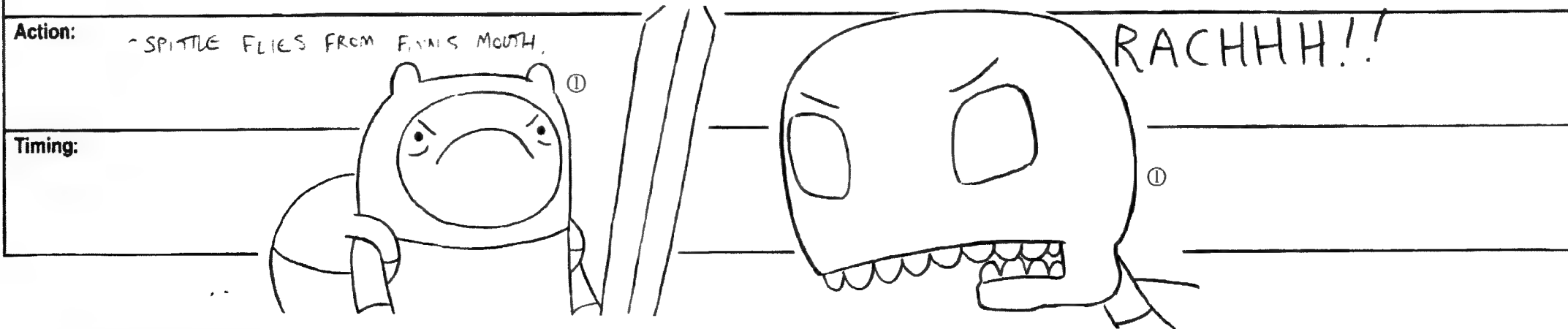
B/ RA-

F/ (os) RAH!
RAH!

Action:

~SPITTLE FLIES FROM FINN'S MOUTH.

Timing:

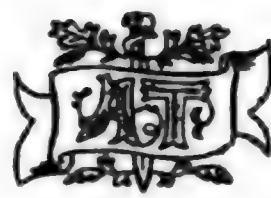


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ADVENTURE TIME



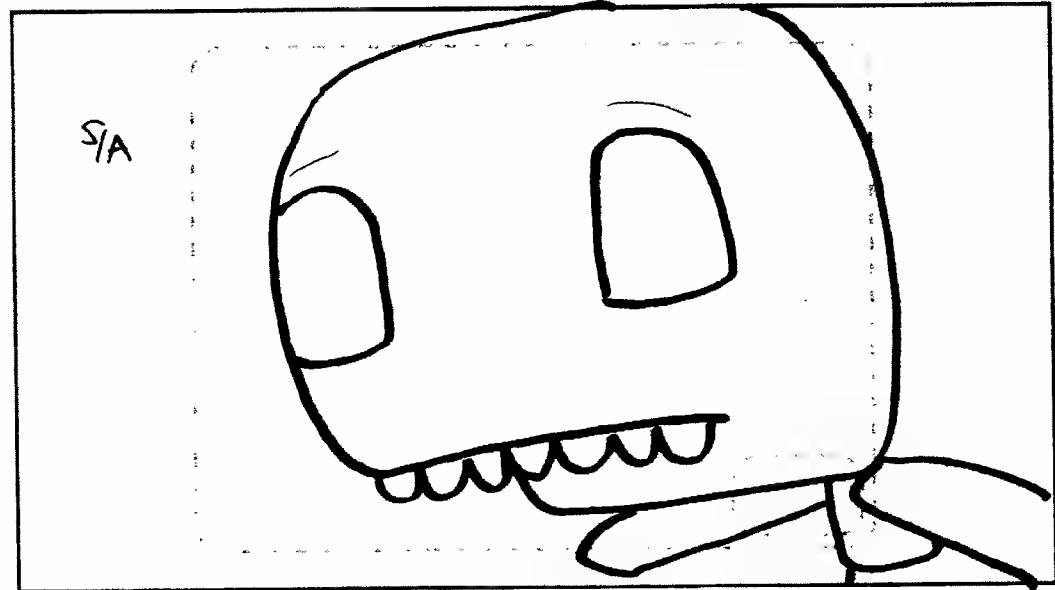
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Sc. 41

Pnl. B

Bg.

day night

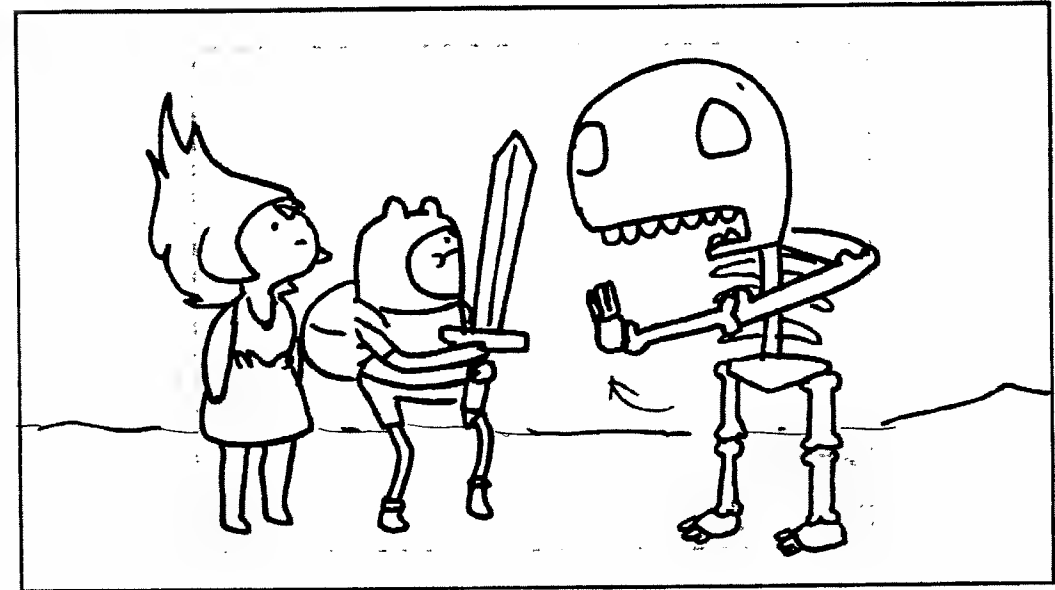


Sc. 42

Pnl. A

Bg.

day night



EPISODE # 1014-116

Dialog:

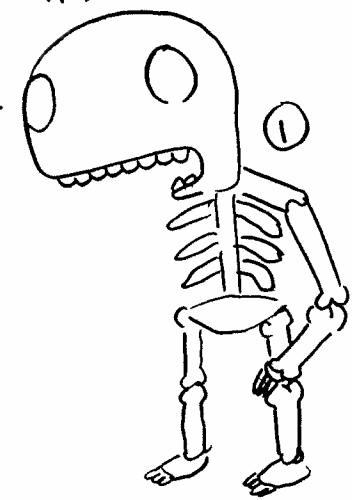
F / (os) RACHHH!

B / OK OK! I SURRENDER!

Action:

- BONEY HOLDS UP A HAND.

Timing:



ADVENTURE TIME



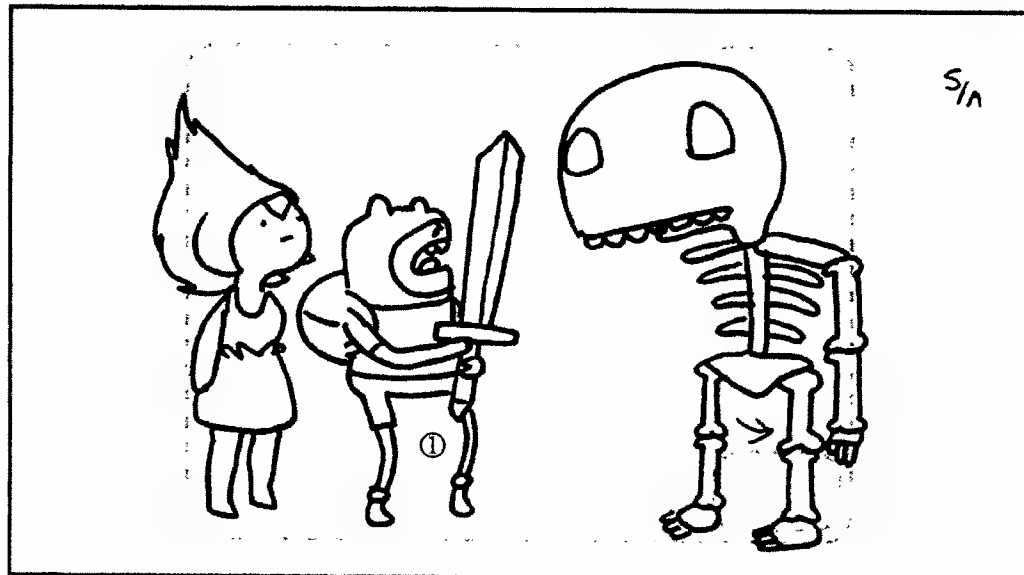
Page 79

Sc. 42

Pnl. B

Bg.

day night

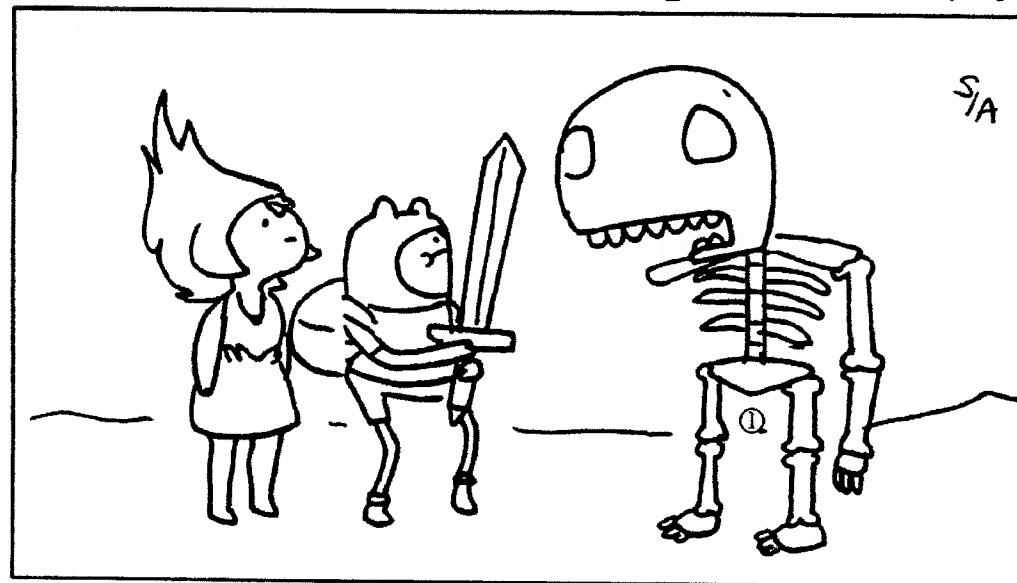


Sc. 42

Pnl. C

Bg.

day night



EPISODE # 1014-116

Dialog:

F/ I SHALL GRANT THEE CLEMENCY...
IF YOU DO THE SPLITS! DO THE SPLITS!

② ③ ④

B/ I... I CAN'T DO
THE SPLITS...

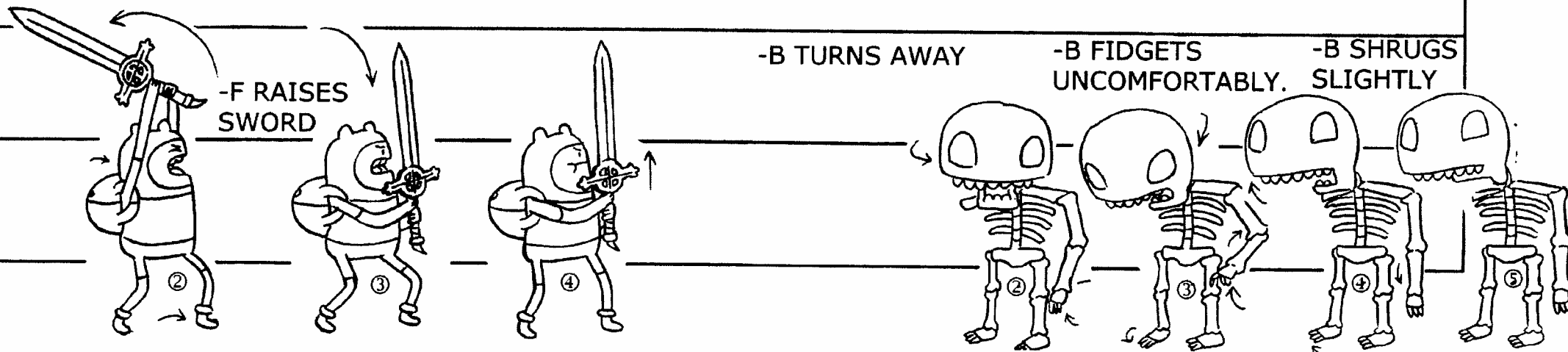
Action:

-F RAISES
SWORD

-B TURNS AWAY

-B FIDGETS
UNCOMFORTABLY. -B SHRUGS
SLIGHTLY

Timing:



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ADVENTURE TIME

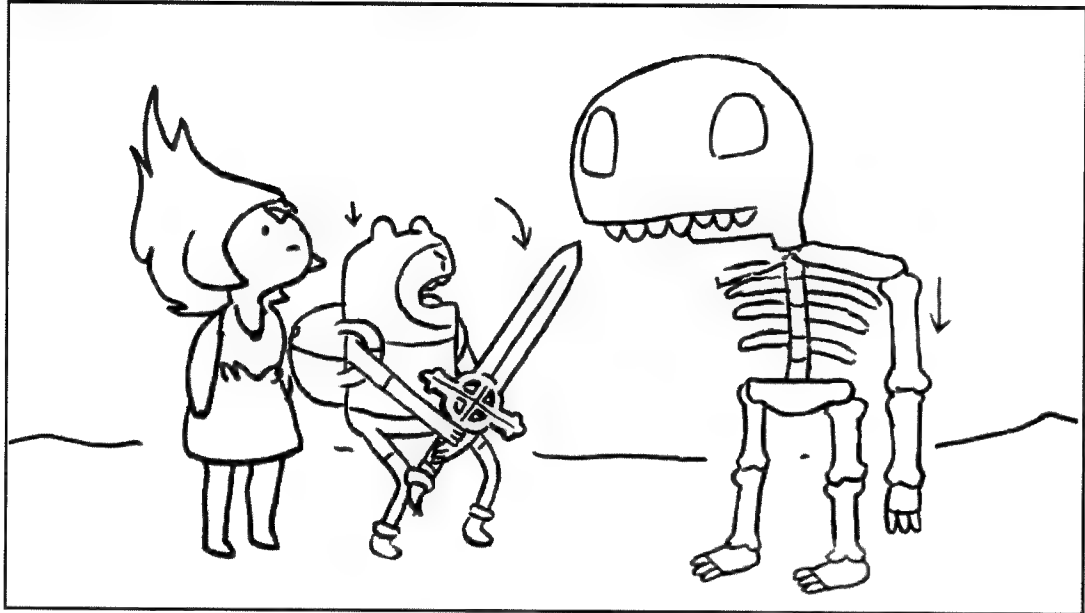


Sc. 42

Pnl. D

Bg.

day night

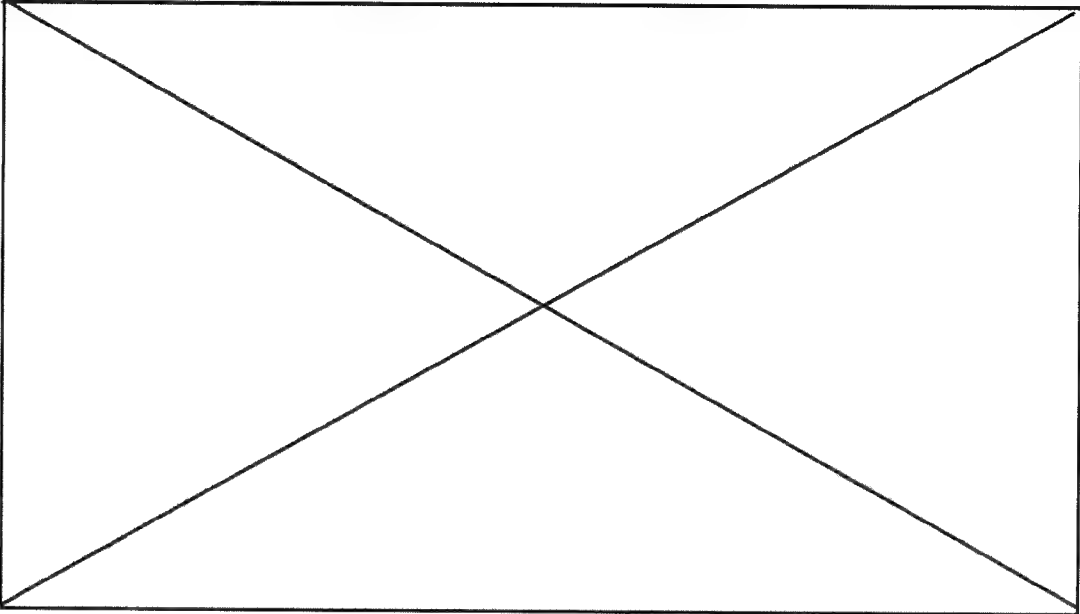


Sc.

Pnl.

Bg.

day night

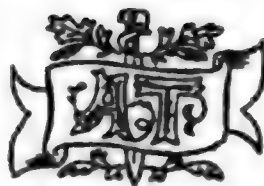


| |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE # 1014-116

Production :

ADVENTURE TIME



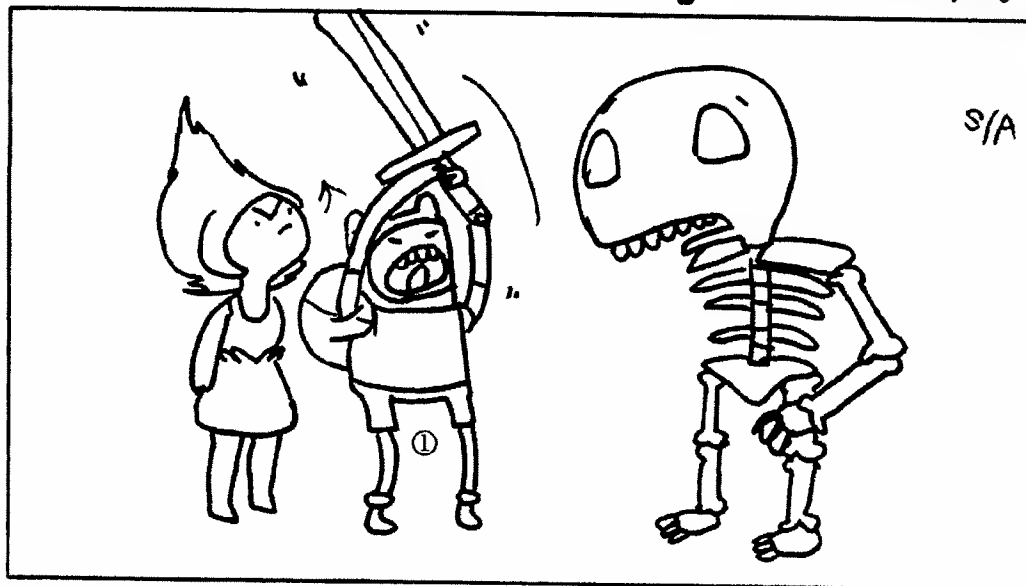
Page 80

Sc. 42

Pnl. E

Bg.

day night

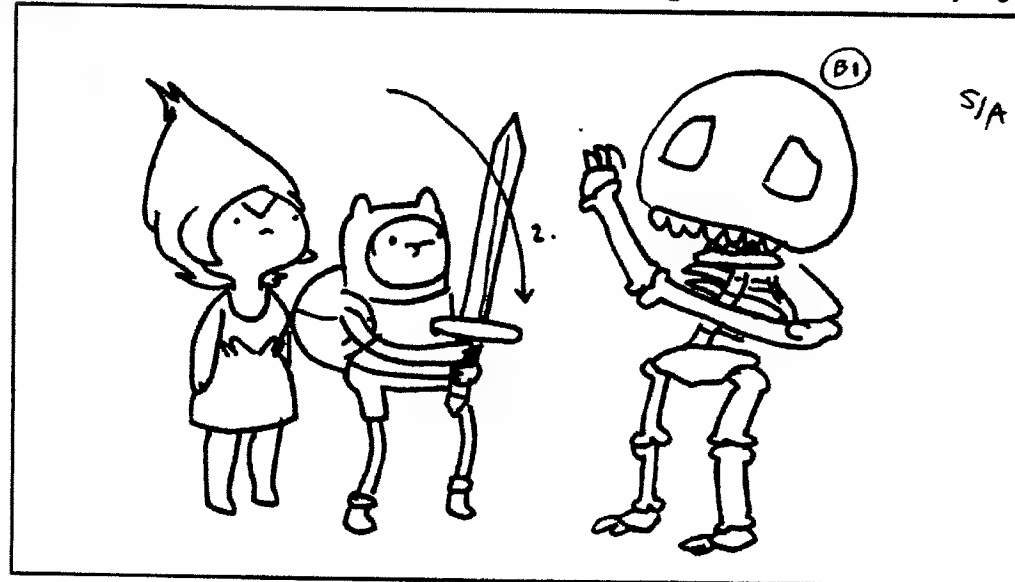


Sc. 42

Pnl. F

Bg.

day night



EPISODE # 1014-116

Production :

Dialog:

① DO THE SPLITS, THOU MILK-LIVERED MAGGOT-PIE

1. B / OKAY, OKAY!

Action:

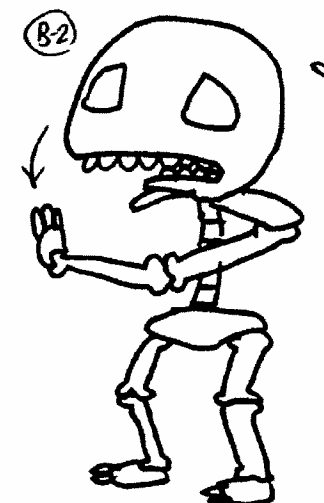
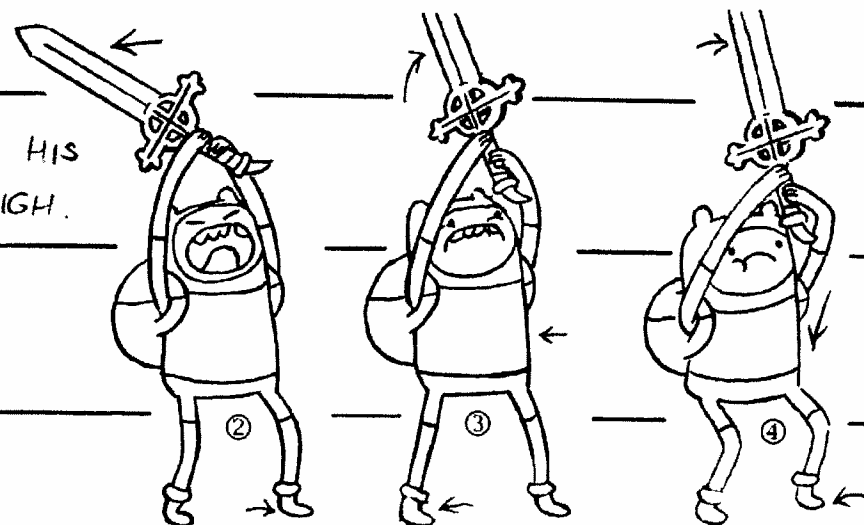
- FINN RAISES HIS SWORD UP HIGH.

- BONEY SHIVERS

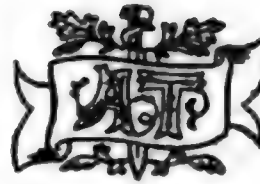
- Finn slowly drops his sword

2. B / okay.

Timing:



ADVENTURE TIME



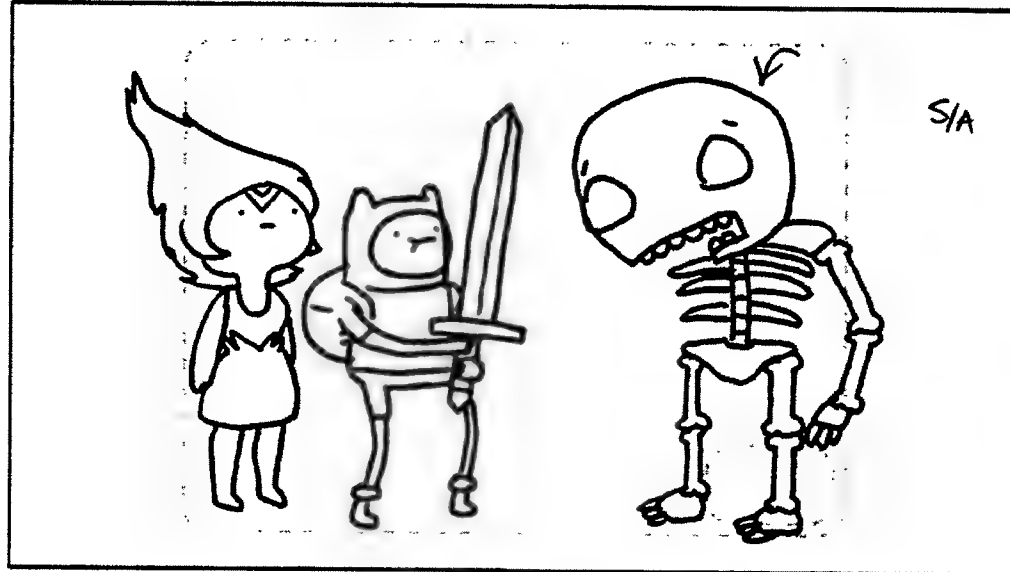
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Sc. 42

Pnl. F

Bg.

day night

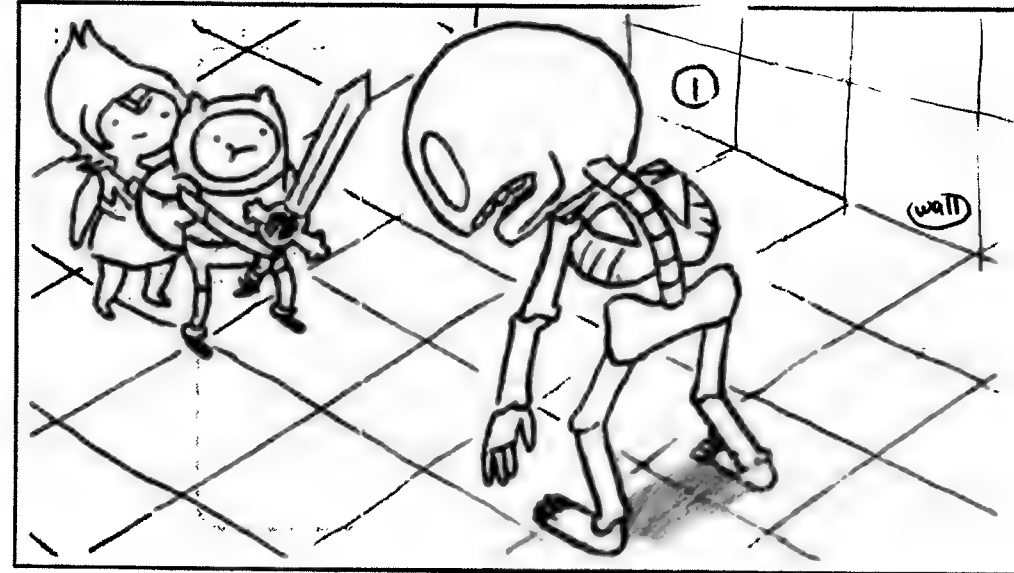


Sc. 43

Pnl. A

Bg.

day night



EPISODE # 1014-116

Production :

Dialog:

B/ okay

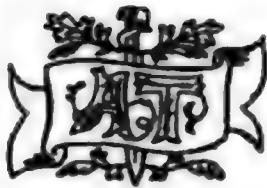
Action:

- BONEY LOOKS DOWN
UNCERTAINLY.

Timing:



ADVENTURE TIME



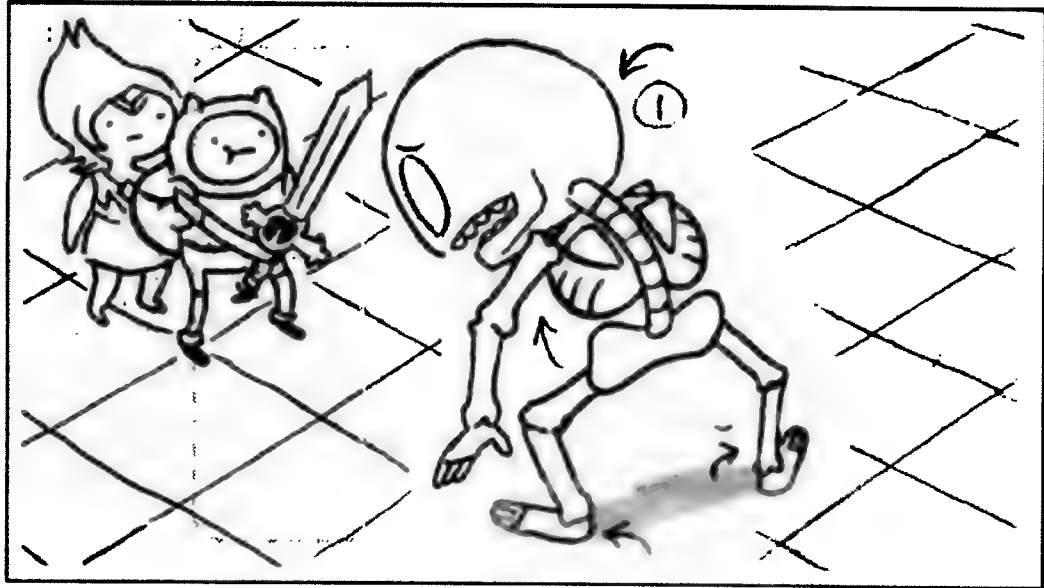
Page 82

Sc. 43

Pnl. B

Bg.

day night

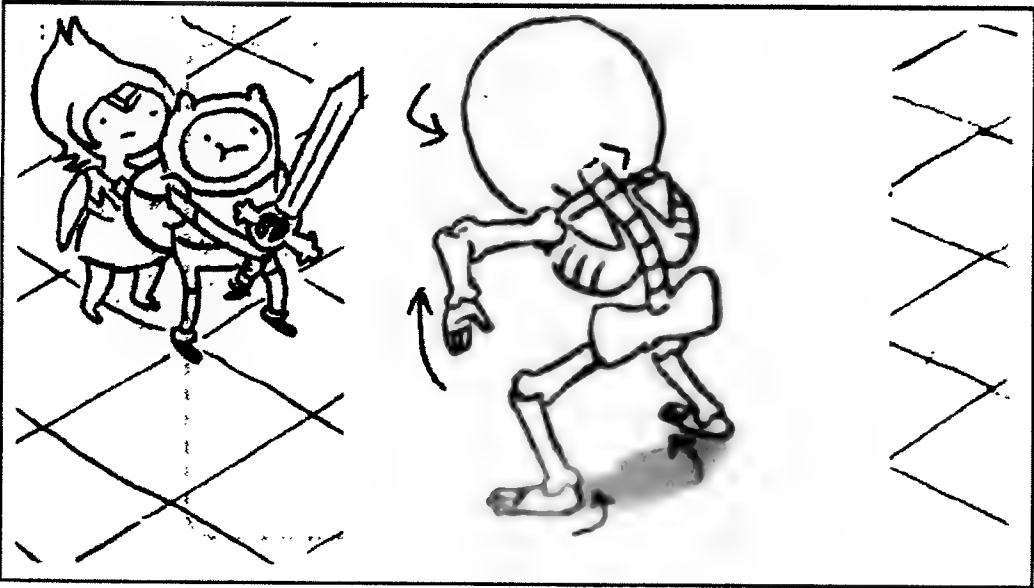


Sc. 43

Pnl. C

Bg.

day night



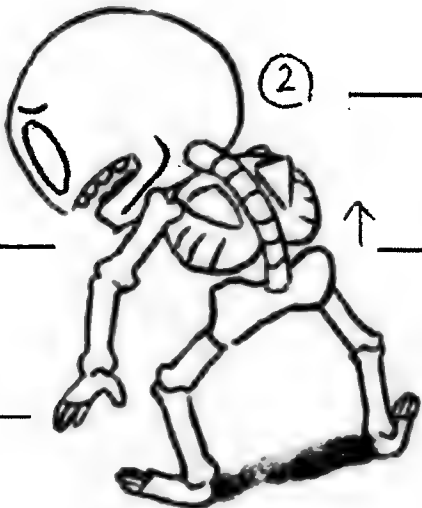
Dialog:

Action:

-B SQUATS 2X HESITANTLY

Timing:

-B ADJUSTS HIS FOOTING

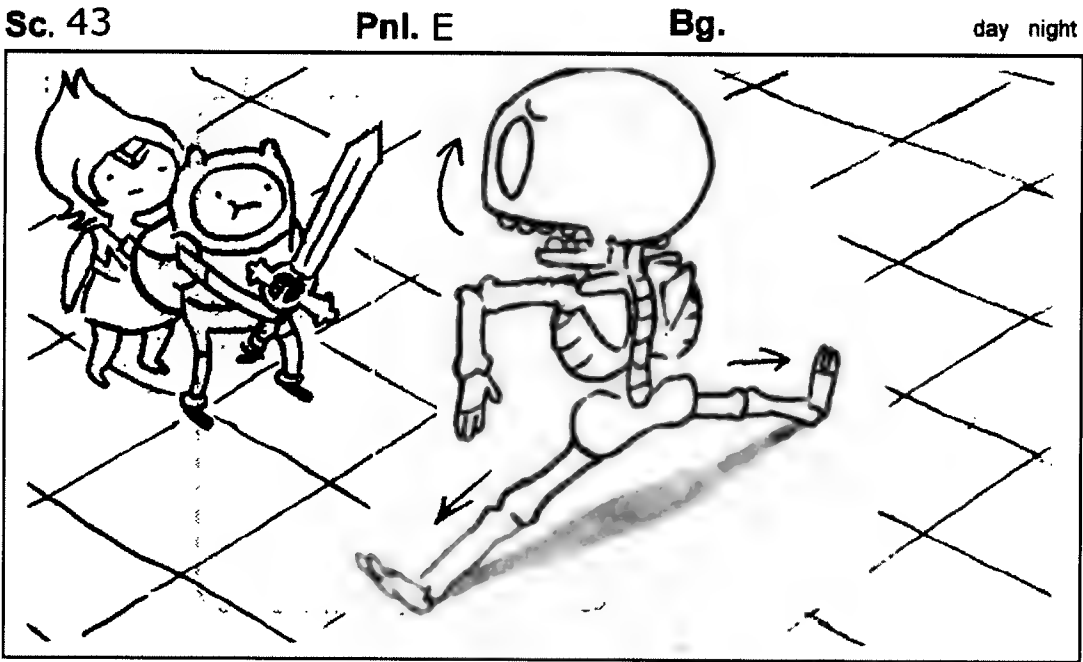
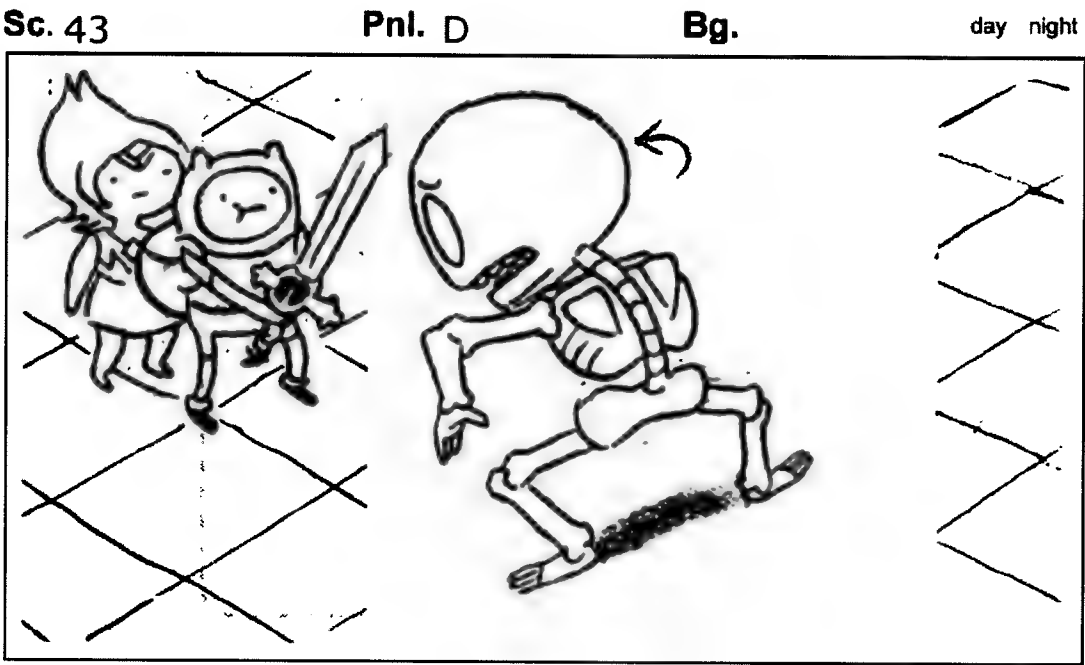


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ADVENTURE TIME



| | | |
|---------|-----------------|-----------------|
| Dialog: | B/ OW OW OW.... | B/ OW... OW.... |
| Action: | | -B SLOWLY DROPS |
| Timing: | | |

EPISODE # 1014-110

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ADVENTURE TIME

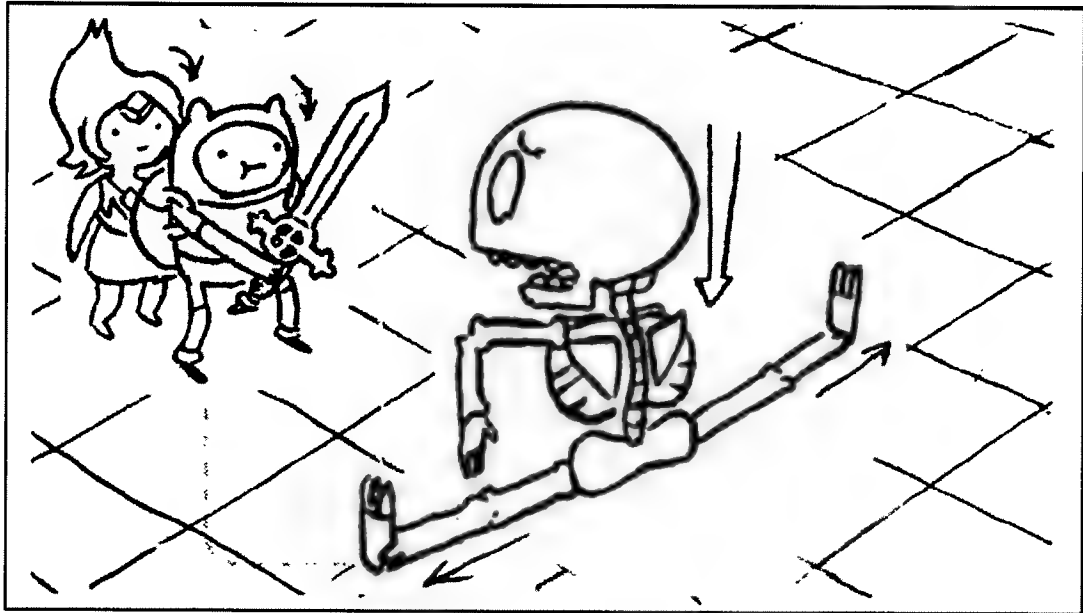


Sc. 43

Pnl. F

Bg.

day night

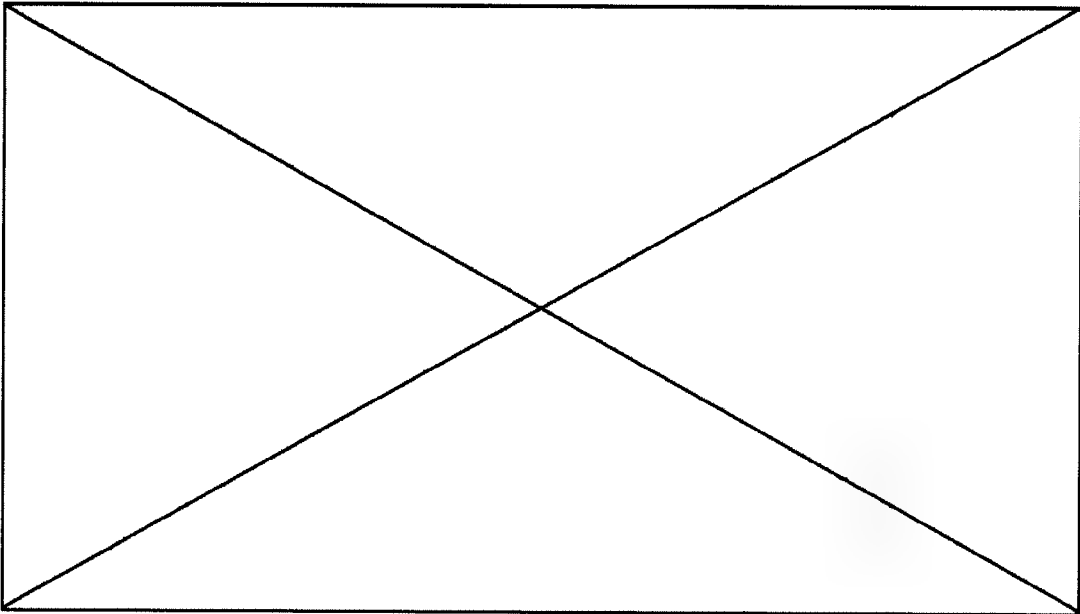


Sc.

Pnl.

Bg.

day night



| | |
|---------|-------------------------|
| Dialog: | SFX: *THUMP* |
| Action: | -BONEY LANDS IN SPLITS. |
| Timing: | |

EPISODE # 1014-110

Production :

ADVENTURE TIME



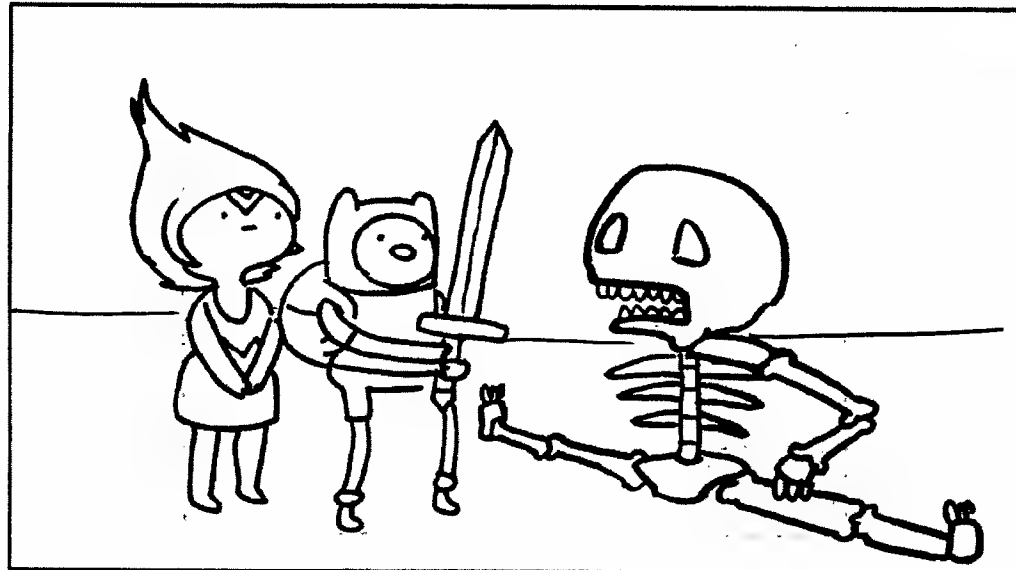
Page 83

Sc. 44

Pnl. A

Bg.

day night

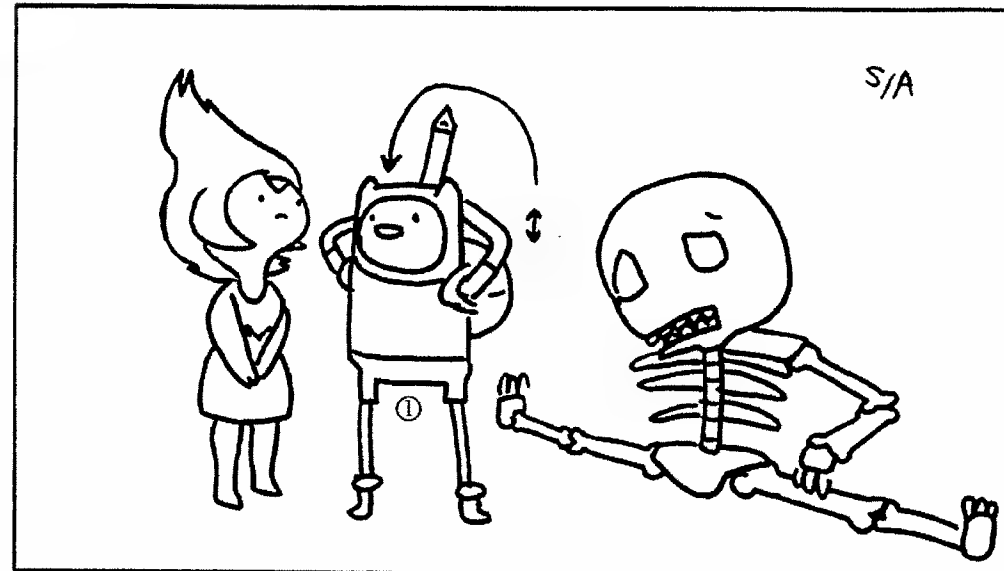


Sc. 44

Pnl. B

Bg.

day night



S/A

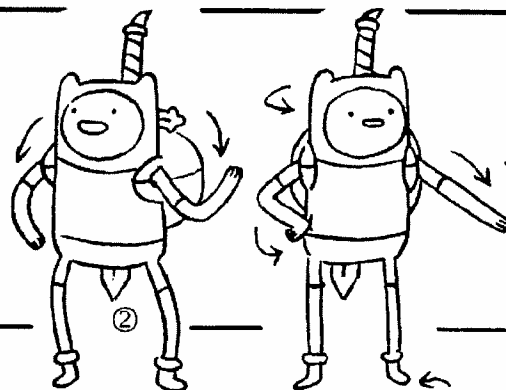
Dialog:

^① F / SEE, A LOT OF TIMES YOU CAN
^② OVER POWER THESE GUYS ^③ WITH
CONFIDENCE.

Action:

- Finn puts away
his sword.

Timing:

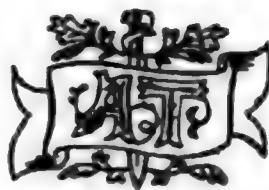


Boney nervously
checking out his legs

EPISODE # 1014-116

Production :

ADVENTURE TIME



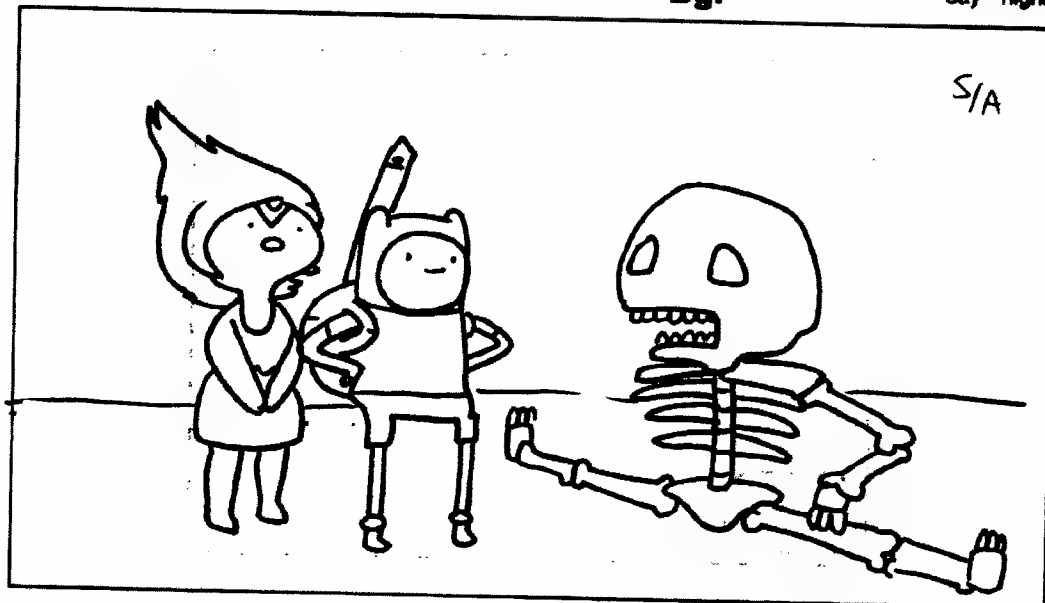
Page 84

Sc. 44

Pnl. C

Bg.

day night

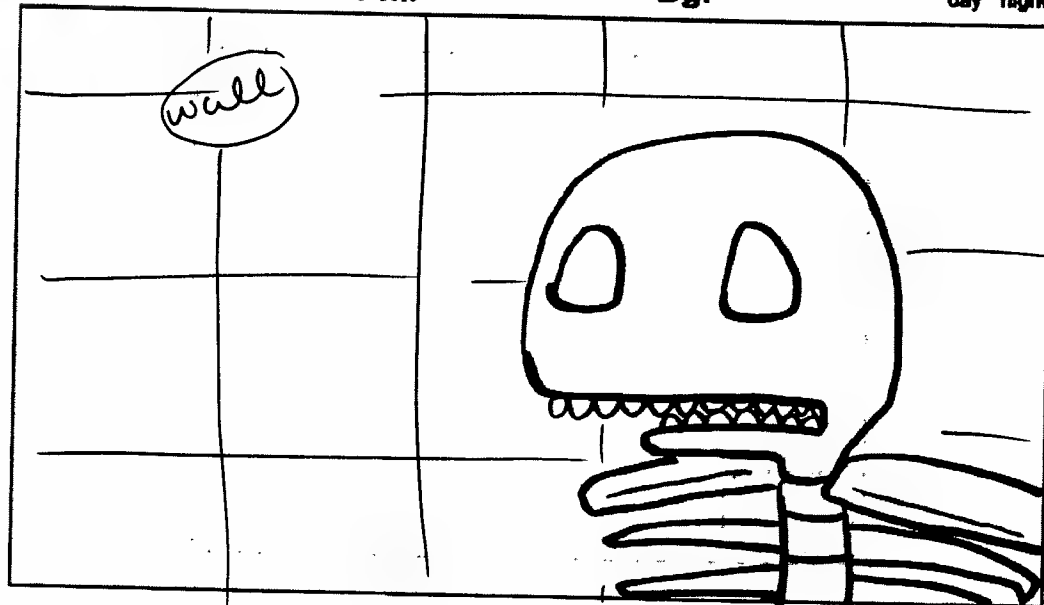


Sc. 45

Pnl. A

Bg.

day night



Dialog:

FP / NEAT.

Action:

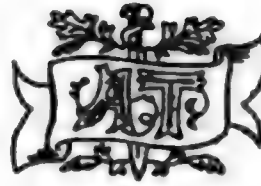
Timing:

1014-116

EPISODE #

Production :

ADVENTURE TIME



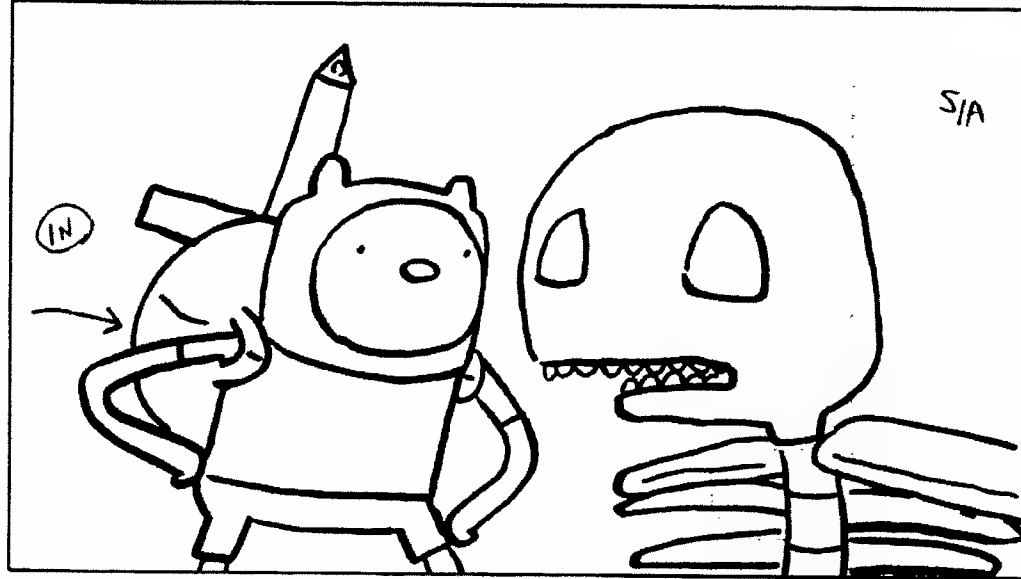
Page 85

Sc. 45

Pnl. B

Bg.

day night

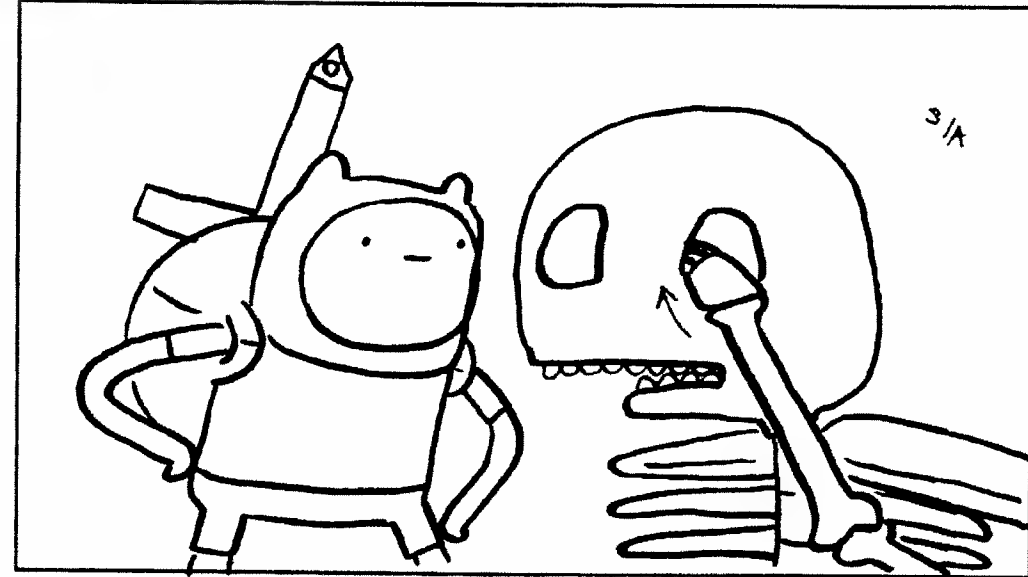


Sc. 45

Pnl. C

Bg.

day night



Dialog:

F/ GOT ANY LOOT ON YA ?

B/ J-

Action:

-FINN SPRINGS ON/S.

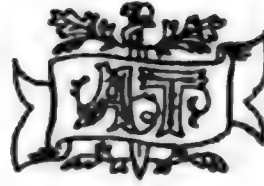
(Boney reaches
into his eye socket)

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



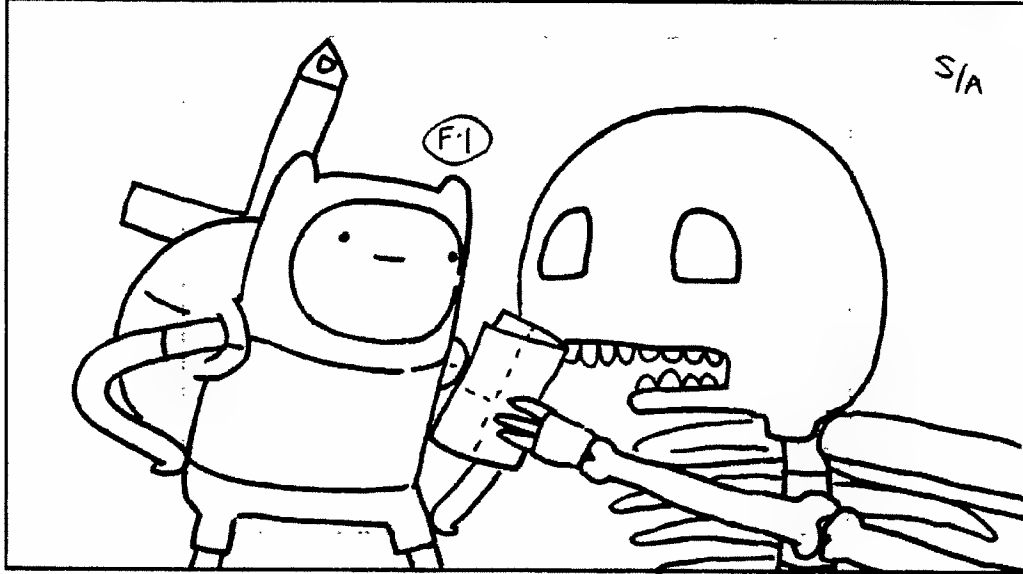
Page 86

Sc. 45

Pnl. D

Bg.

day night

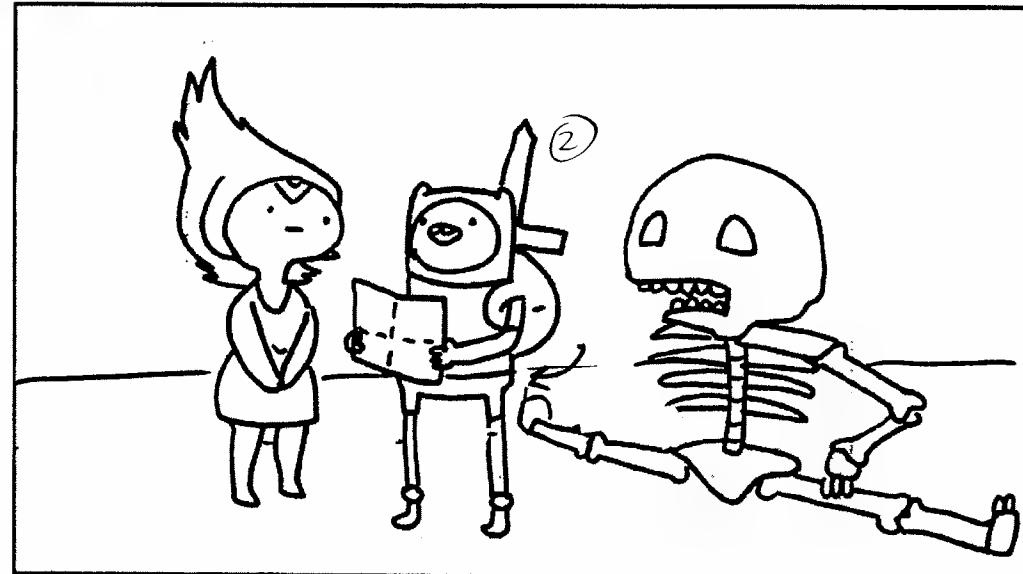


Sc. 46

Pnl. A

Bg.

day night



EPISODE # 1014-116

Dialog:

B/ JUST THIS MAP. IT'LL -
IT'LL HELP YOU.
PLEASE. PLEASE.

Action:

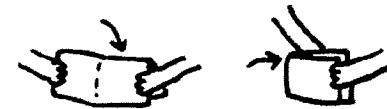
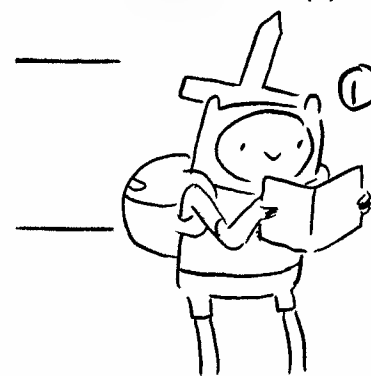
- FINN TAKES MAP
FROM BONEY.

Timing:



F/ HA! SEE? THIS
WOULDA BEEN BURNED!

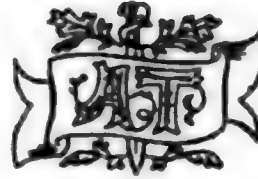
-FINN TURNS
TOWARDS FP



Finn folds up
map over FP's
next line

Production :

ADVENTURE TIME



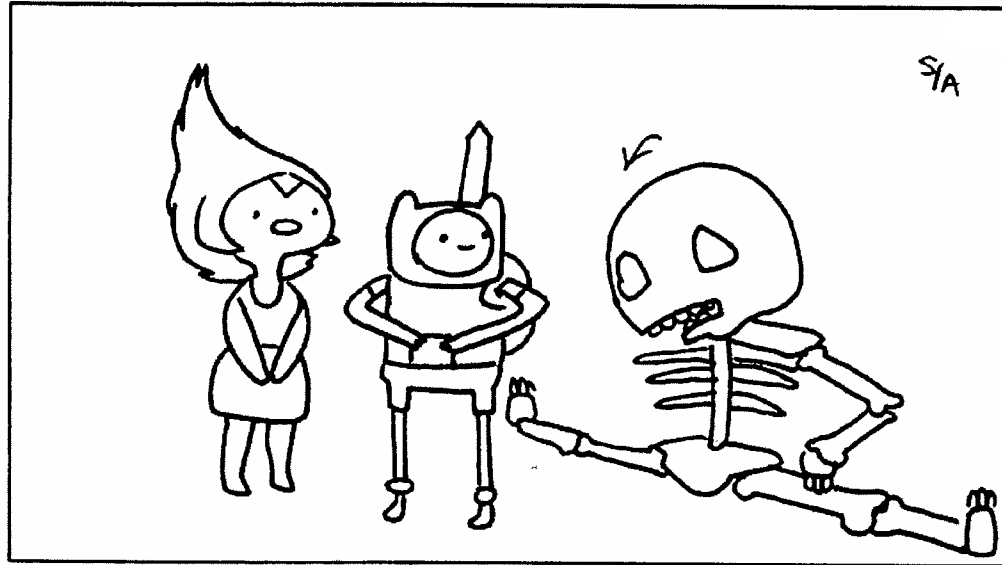
Page 87

Sc. 46

Pnl. B

Bg.

day night

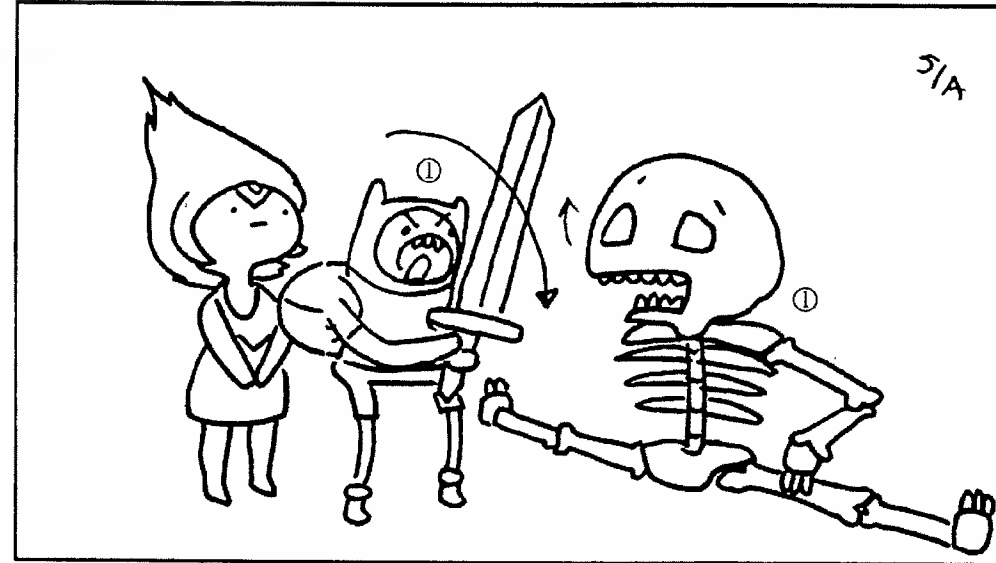


Sc. 46

Pnl. C

Bg.

day night



EPISODE # 1014-116

Dialog:

FP/ YEAH, NO THAT MAKES SENSE.

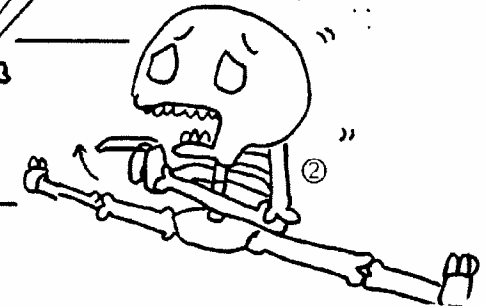
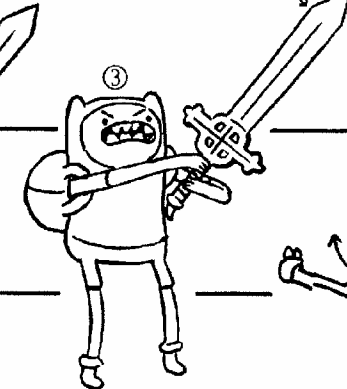
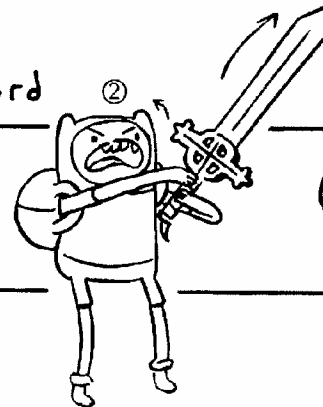
F/ WHAT ELSE YA GOT ?!

Action:

1. Finn tucks map in belt.

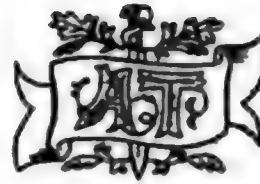


2. reaches for sword



Timing:

ADVENTURE TIME



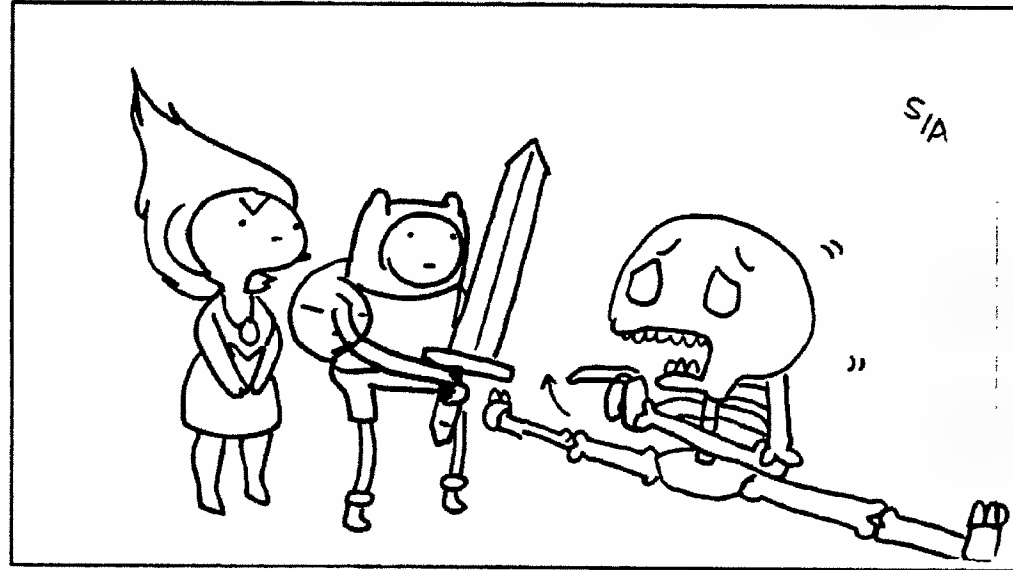
Page 88

Sc. 46

Pnl. D

Bg.

day night

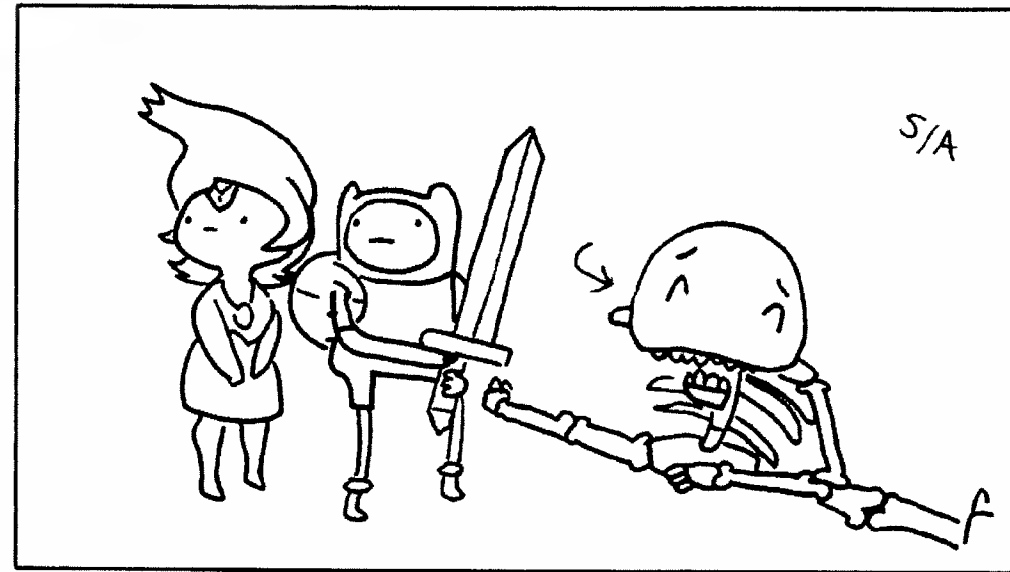


Sc. 46

Pnl. E

Bg.

day night



Dialog:

B/ N'YAHHH THERE'S A
TREASURE CHEST IN THE CORNER

B/ PLEASE STOP YELLING.

Action:

- BONEY SHIVERS.
- BONEY POINTS TO THE LEFT.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 89

Sc. 47

Pnl. A

Bg.

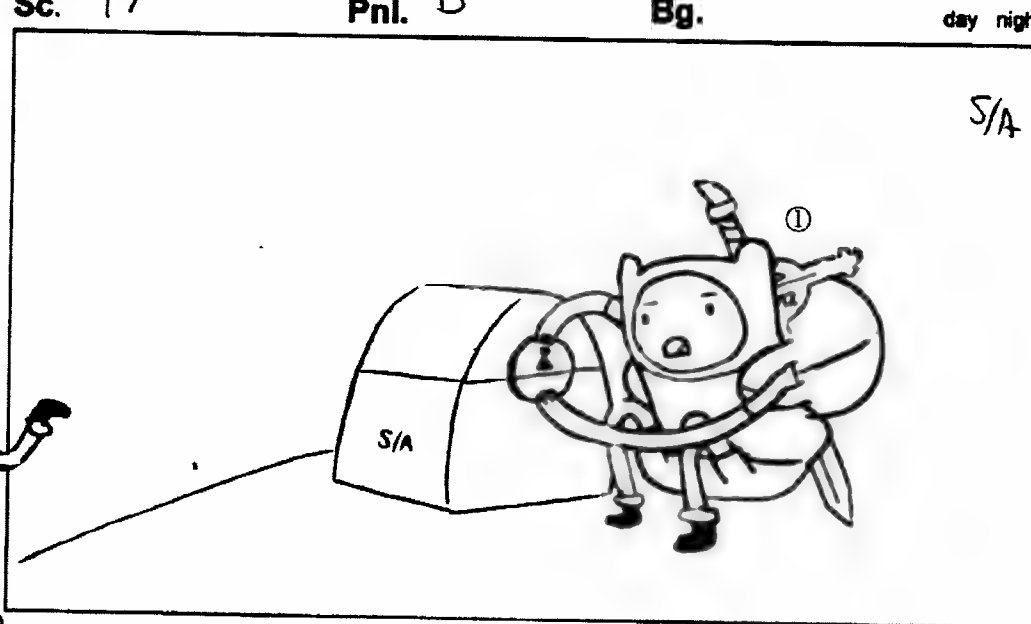
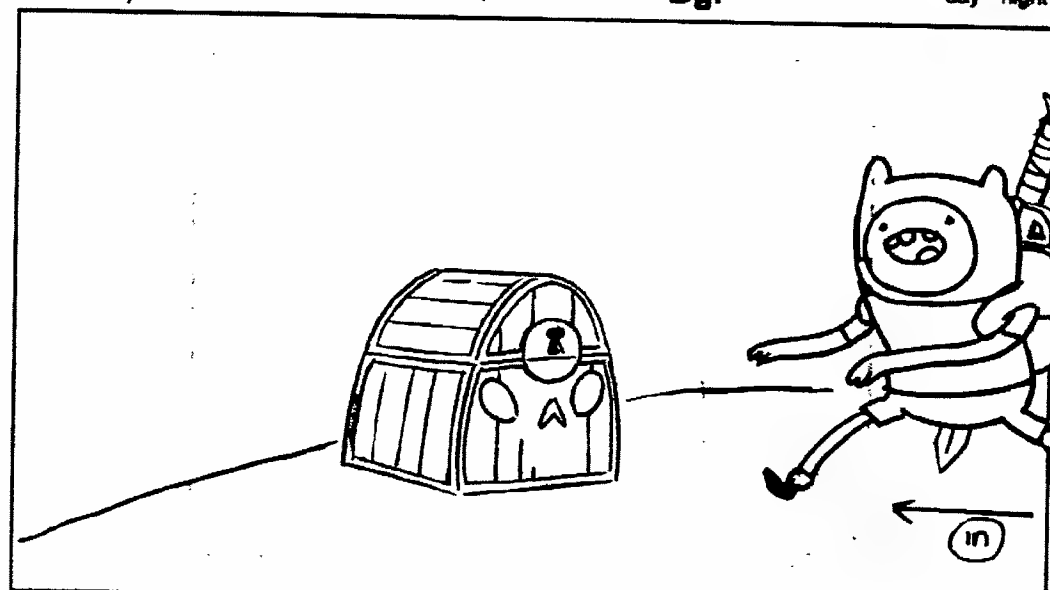
day night

Sc. 47

Pnl. B

Bg.

day night



Dialog:

F/ HAHA, I KNEW IT...

Ⓔ AW CRAM IT TO THE BUTTERNUTS!
IT'S LOCKED! SFX: *CLUNK!*

(ALT) AH,

IT'S LOCKED

Action:

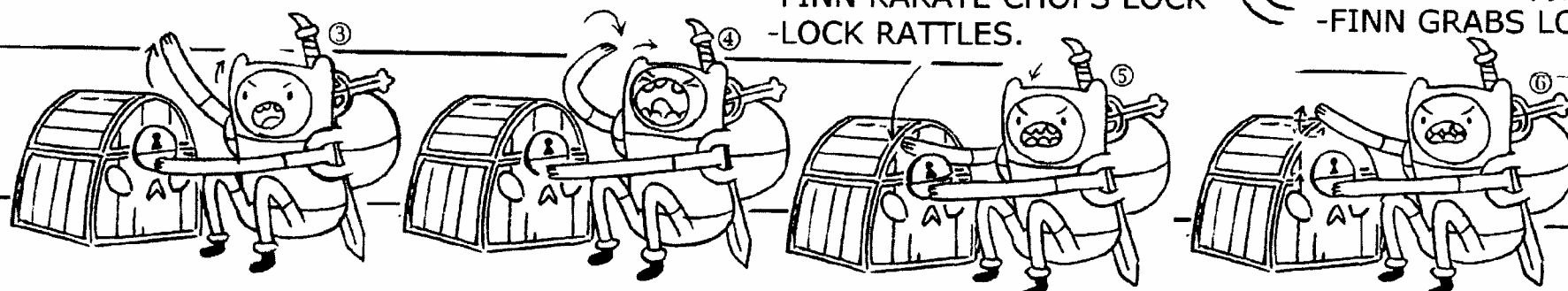
-FINN RUNS ON/S

-ADJ w/ ACTION

-FINN KARATE CHOPS LOCK
-LOCK RATTLES.

② Finn rattles skull
lock back and forth
-FINN GRABS LOCK

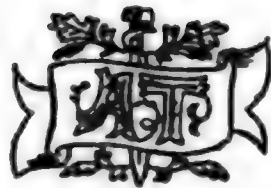
Timing:



Production :

1014-116

ADVENTURE TIME

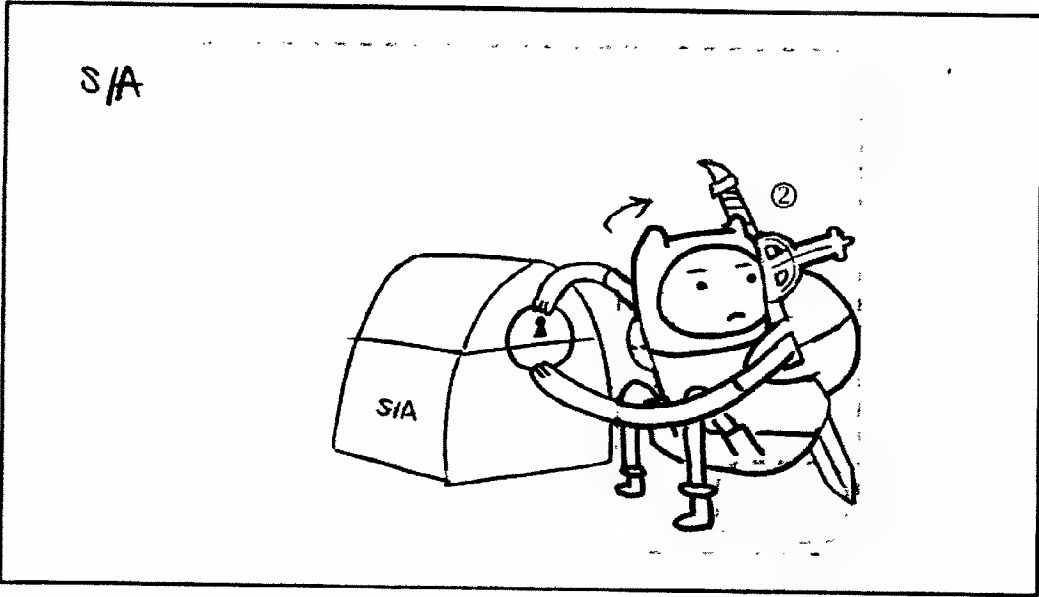


Sc. 47

Pnl. C

Bg.

day night

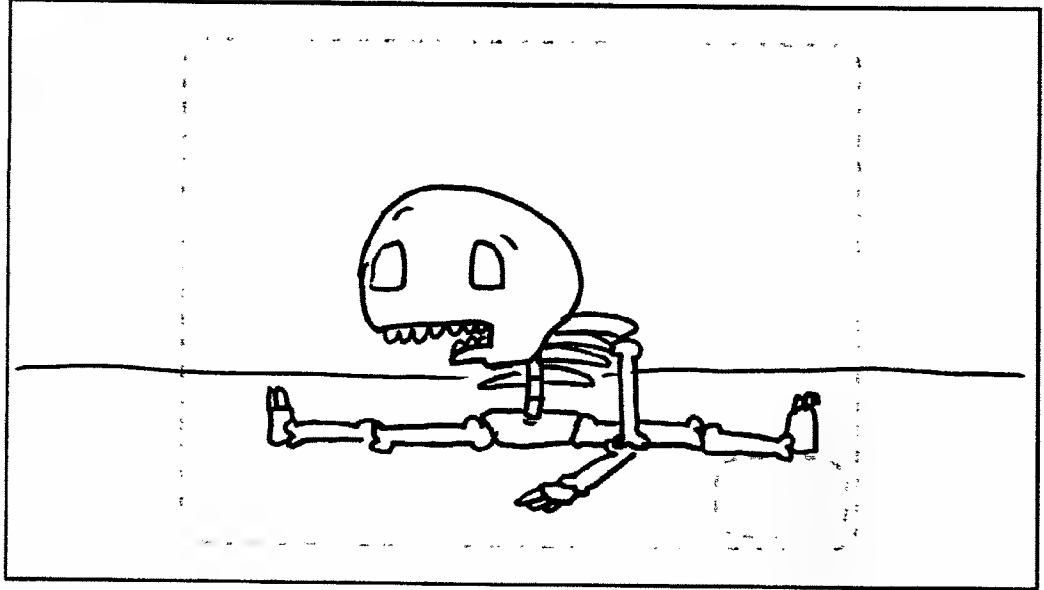


Sc. 48

Pnl. A

Bg.

day night

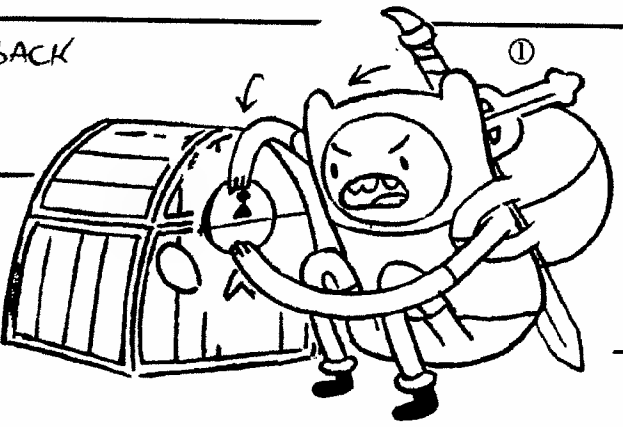


Dialog:

Action:

- FINN LOOKS BACK

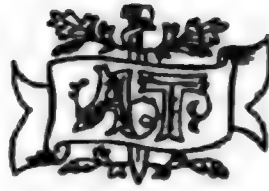
Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 91

Sc. 48

Pnl. B

Bg.

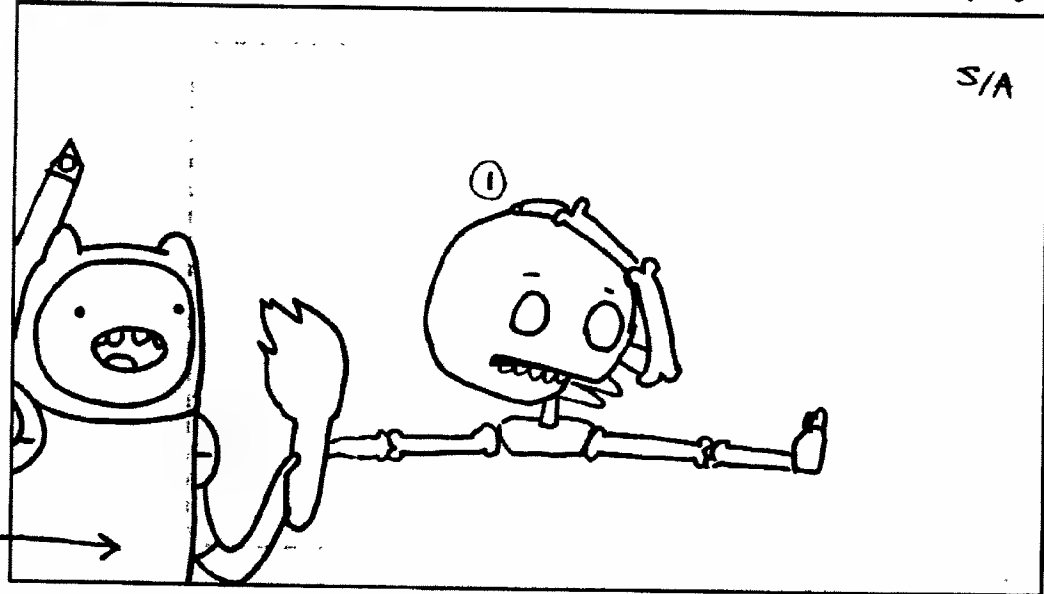
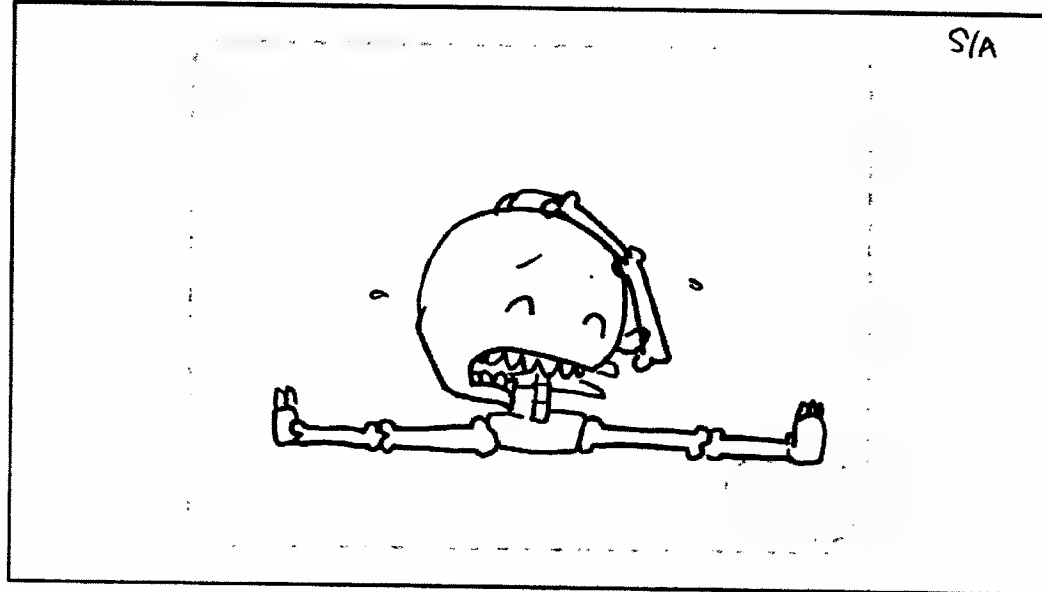
day night

Sc. 48

Pnl. C

Bg.

day night



Dialog:

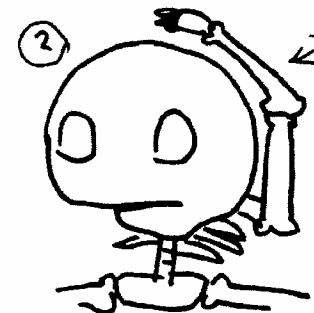
B/ AHHH I DON'T KNOW WHERE
THE KEY IS PLEASE DON'T YELL!

1.
F /HAHAHA, ALL RIGHT, WE CAN COME
BACK TO THAT LATER...

Action:

-FINN WALKS ON/S

Timing:

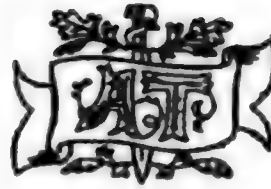


Boney
looks
at Finn

EPISODE # 1014-116

Production :

ADVENTURE TIME



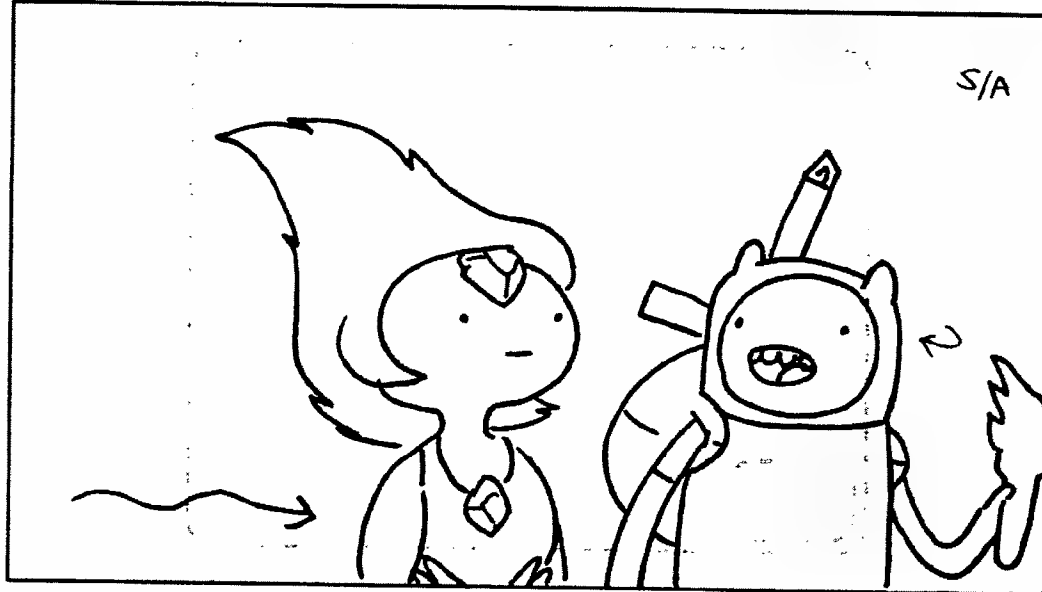
Page 92

Sc. 48

Pnl. D

Bg.

day night

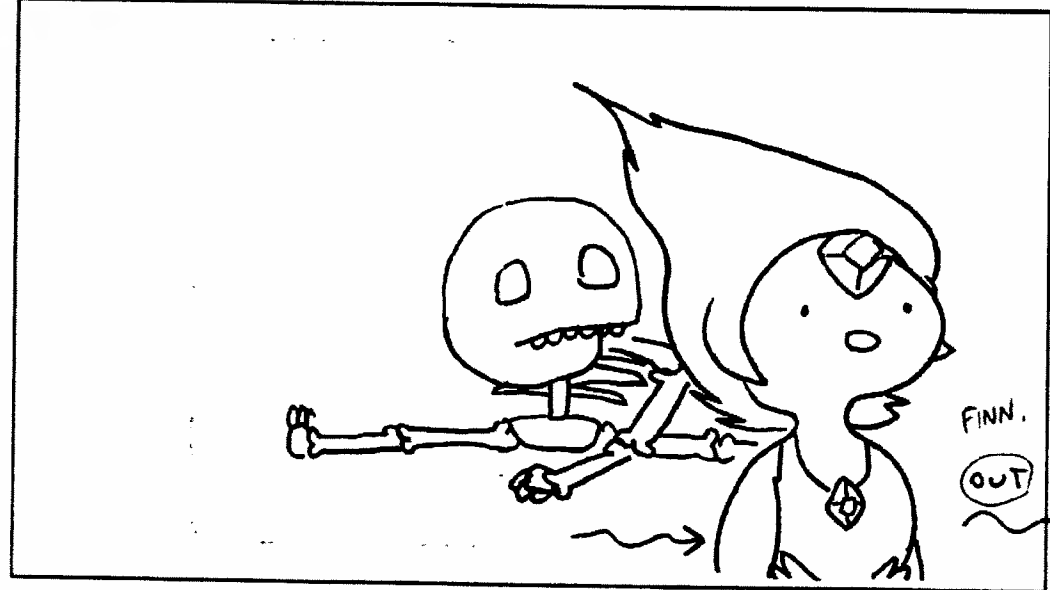


Sc. 48

Pnl. E

Bg.

day night



EPISODE # 1014-116

Dialog:

F/ HEY ARE YOU
HAVIN' FUN ?

FP/ UH-HUH.

Action:

- FINN + FP WALKS PAST BONEY.

-FINN WALKS OFF/S

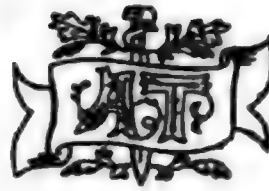
Timing:



- boney follows them as they cross

Production :

ADVENTURE TIME



Page 93

Sc. 48

Pnl. F

Bg.

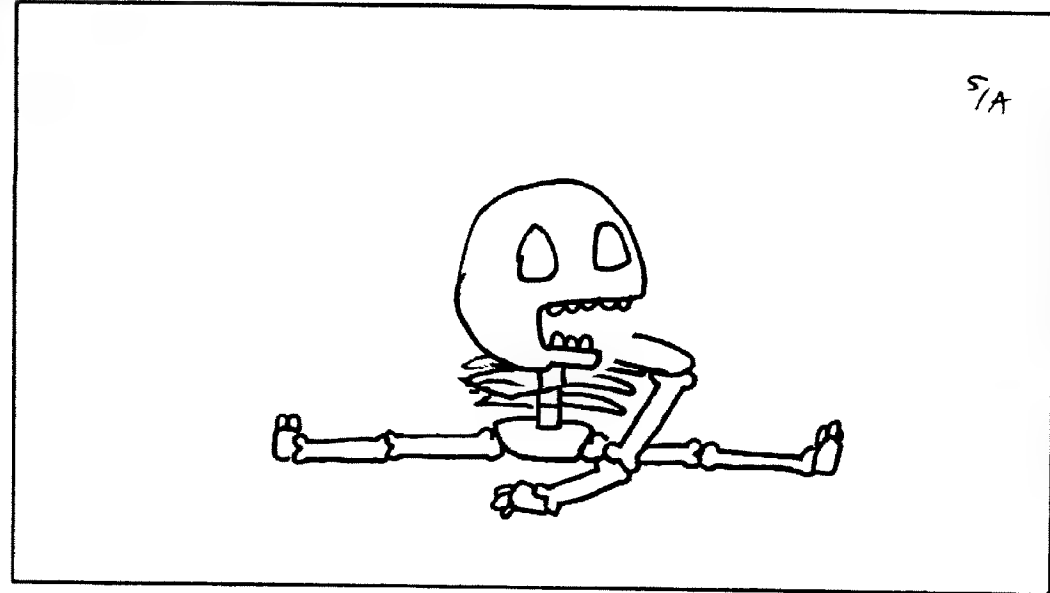
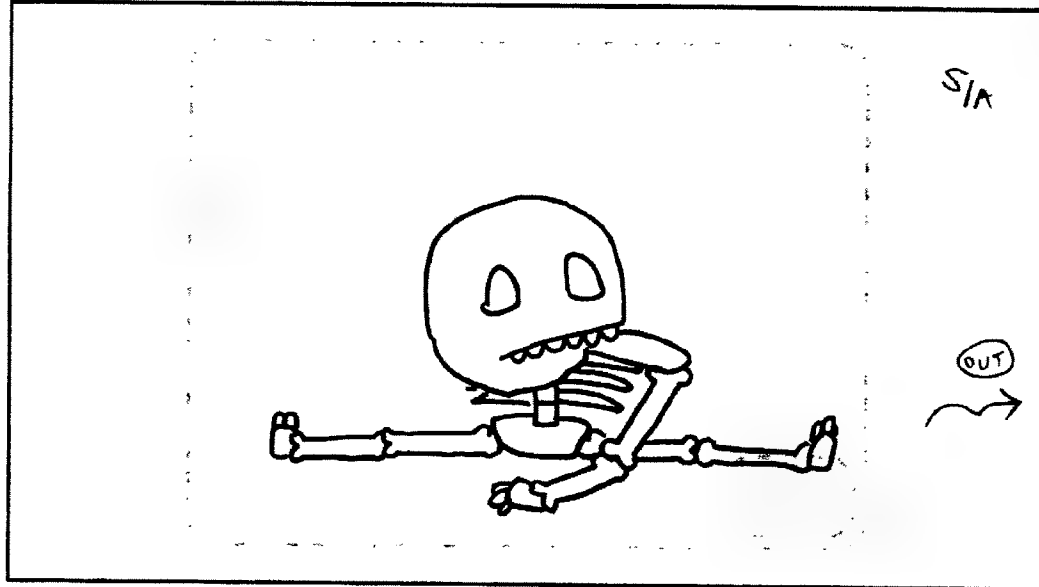
day night

Sc. 48

Pnl. G

Bg.

day night



Dialog:

B / I'LL JUST STAY HERE.

Action:

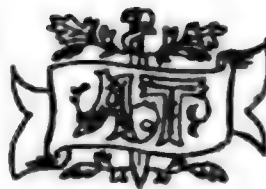
- FP WALKS OFF/S

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



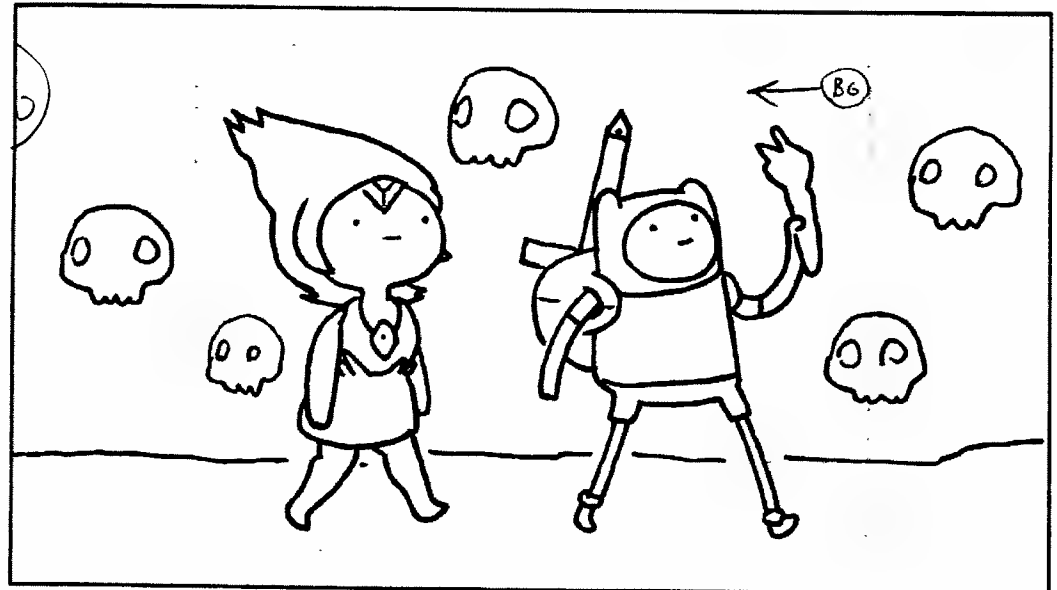
Page 94

Sc. 49

Pnl. A

Bg.

day night

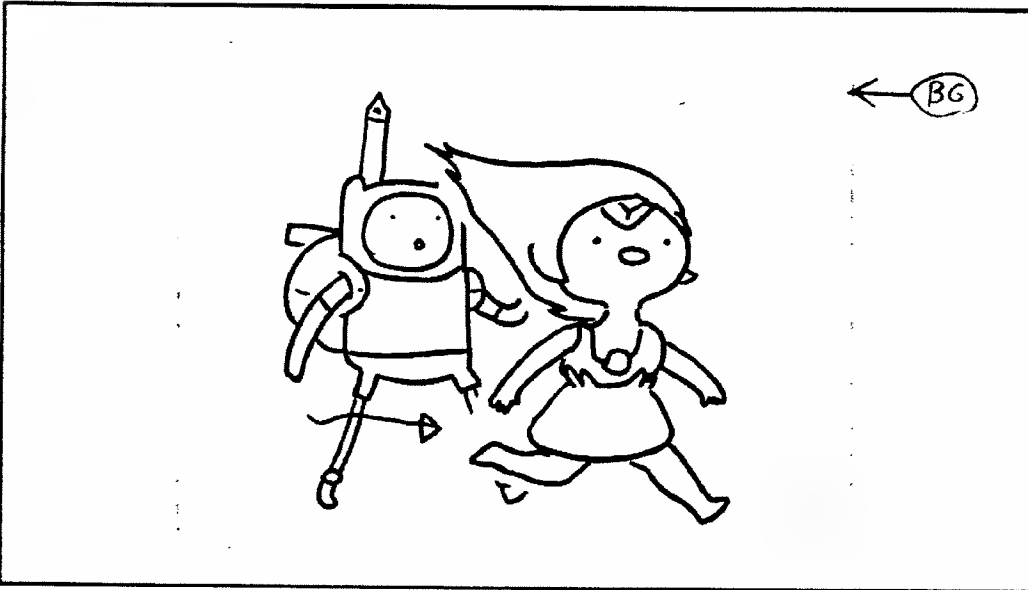


Sc. 49

Pnl. B

Bg.

day night



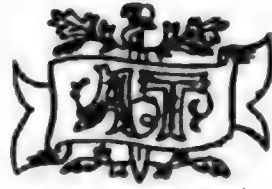
| | |
|--------------------------------------|--|
| Dialog: | |
| FP/ RACE YA TO THE NEXT MONSTER ! | |
| Action: | - FP runs past Finn - ADJ w/ FP → |
| Timing: | |

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EPISODE # 1014-116

Production :

ADVENTURE TIME



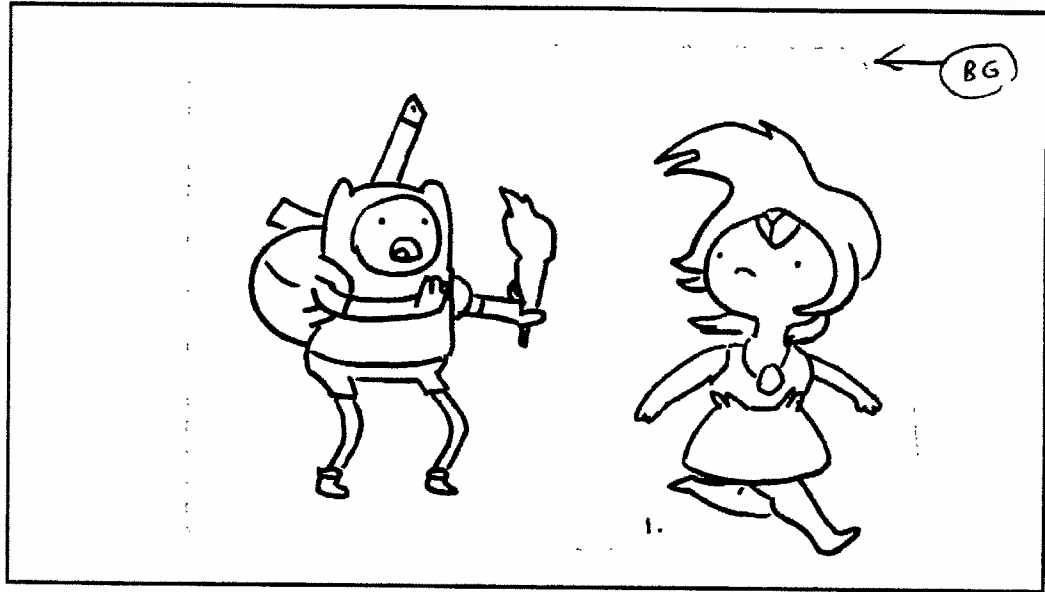
Page 95

Sc. 49

Pnl. C

Bg.

day night

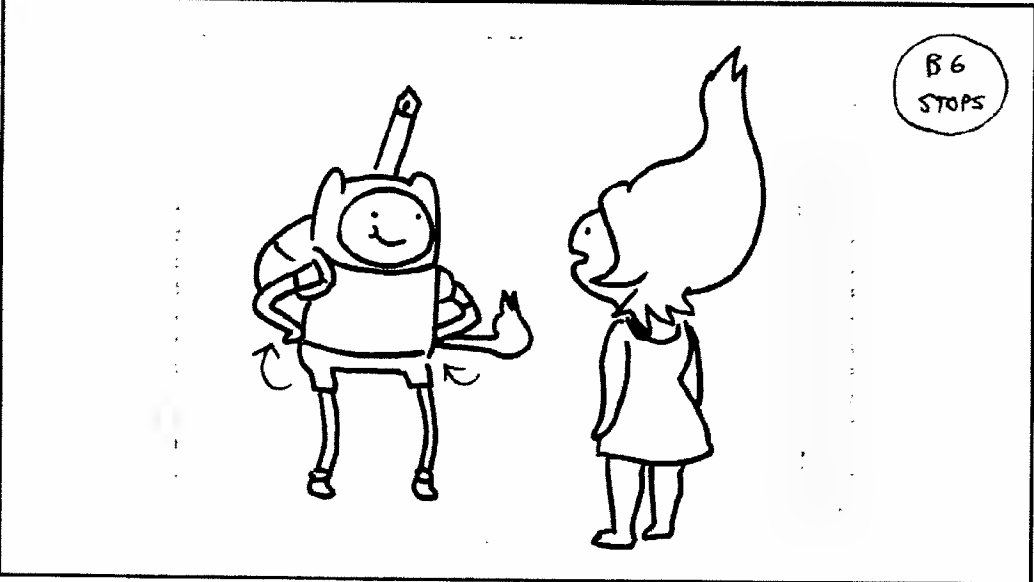


Sc. 49

Pnl. D

Bg.

day night



Dialog:

F / WHOA WHOA !

Action:

— FP stops
and turns to
Finn

Timing:

ON ONE LEG.



3.



FP / WHAT ?

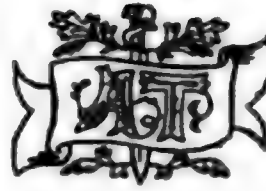
— lowers her left leg
after she stops spinning .

EPISODE # 1014-116

Production :

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ADVENTURE TIME



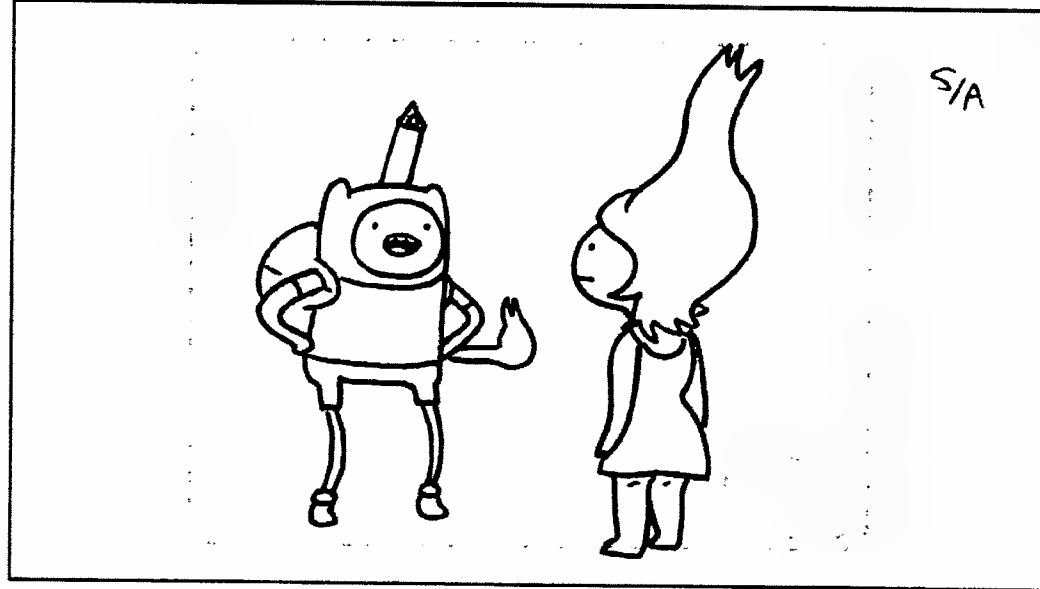
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Sc. 49

Pnl. E

Bg.

day night

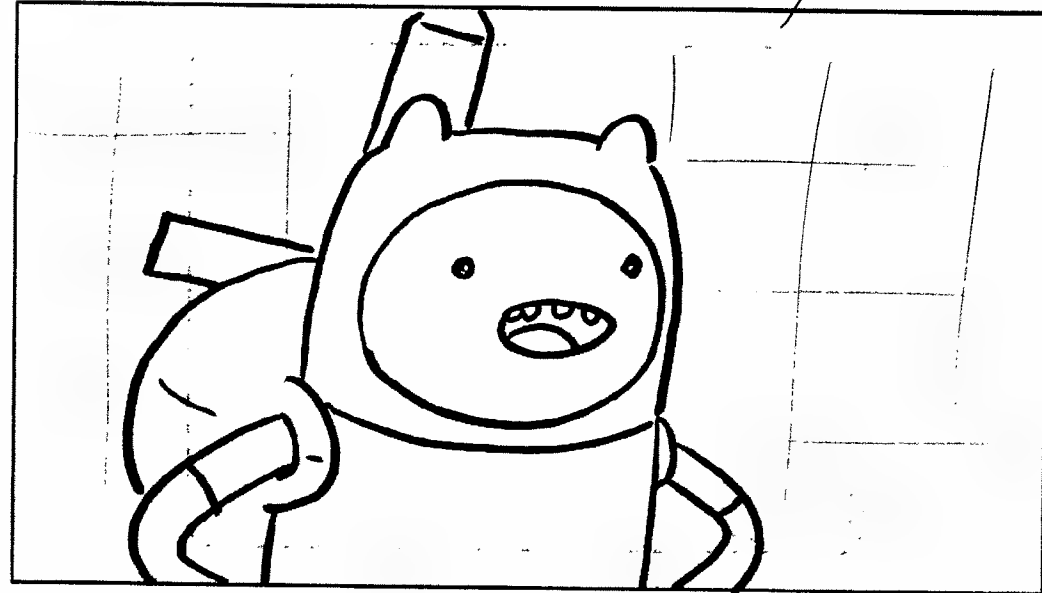


Sc. 50

Pnl. A

Bg.

day night



Dialog:

F / HAHAA, AHHA... THAT'S NOT HOW
YOU DO THINGS IN A DUNGEON

F / YOU GOTTA SNEAK

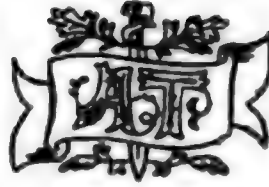
Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 97

Sc. 51

Pnl. A

Bg.

Wall

day night

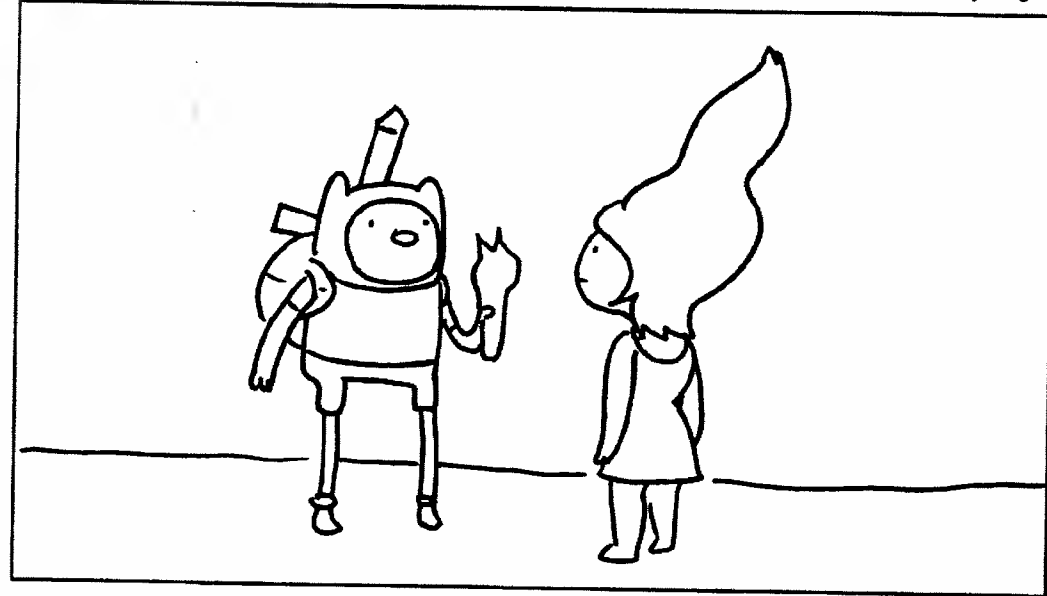


Sc. 52

Pnl. A

Bg.

day night



Dialog:

FP/ SNEAK ?

F/ SO THEY DON'T HEAR
YOU COMING AND SUCH .

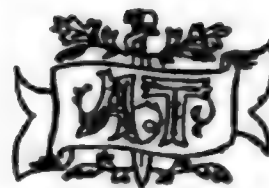
Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 98

Sc. 52

Pnl. B

Bg.

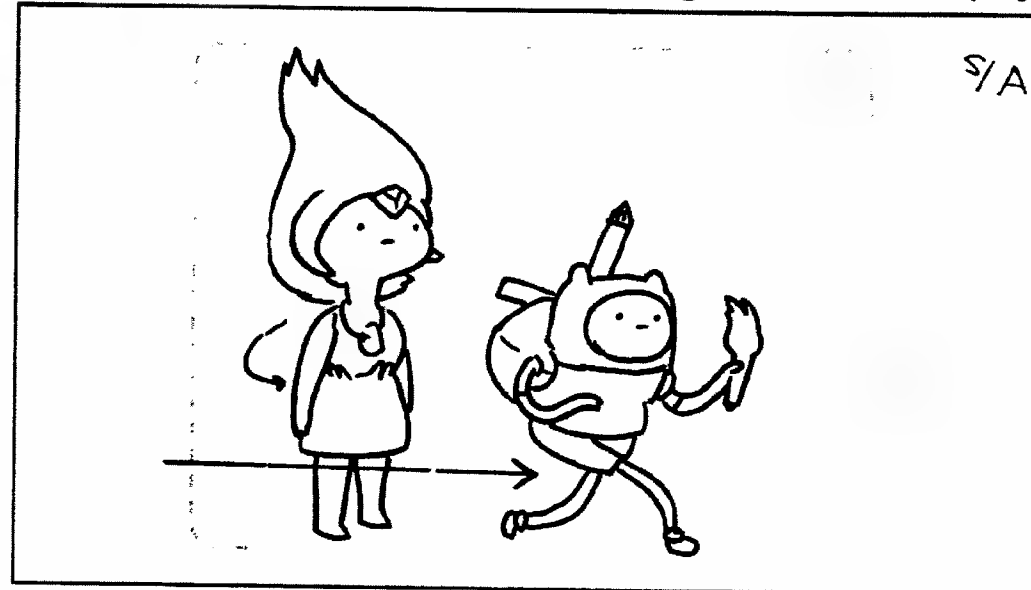
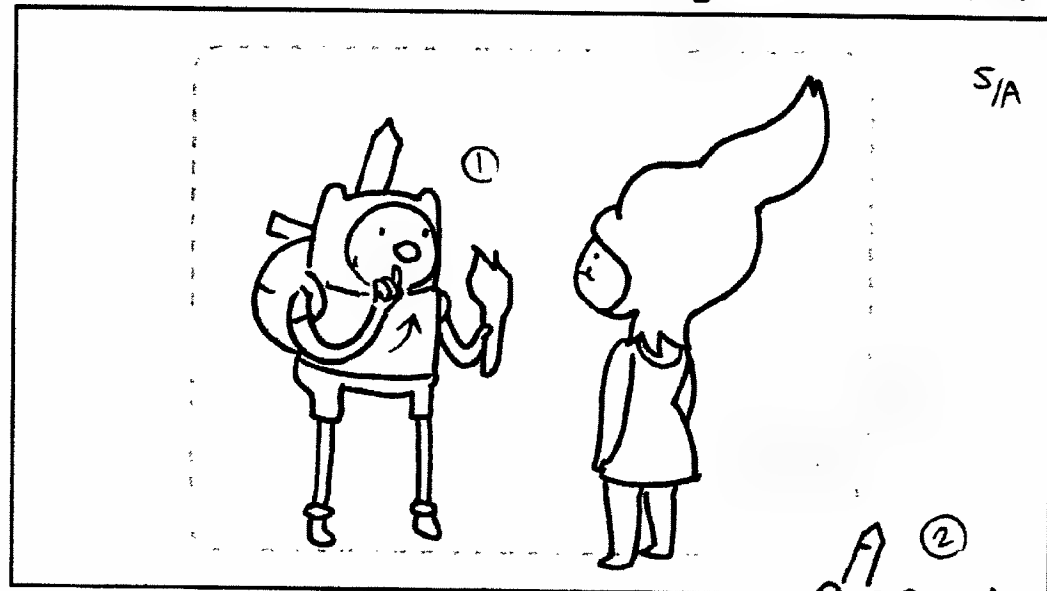
day night

Sc. 52

Pnl. C

Bg.

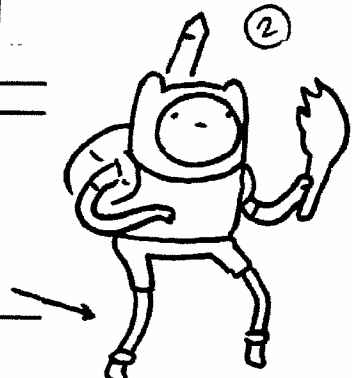
day night



Dialog:

F/ LIKE THIS.

Action:



Timing:

- Finn creeps
past FP

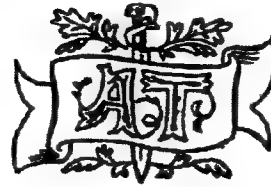
CAM
ADJ W/ FINN

- FP TURNS TO
WATCH FINN

EPISODE # 1014-116

Production :

ADVENTURE TIME



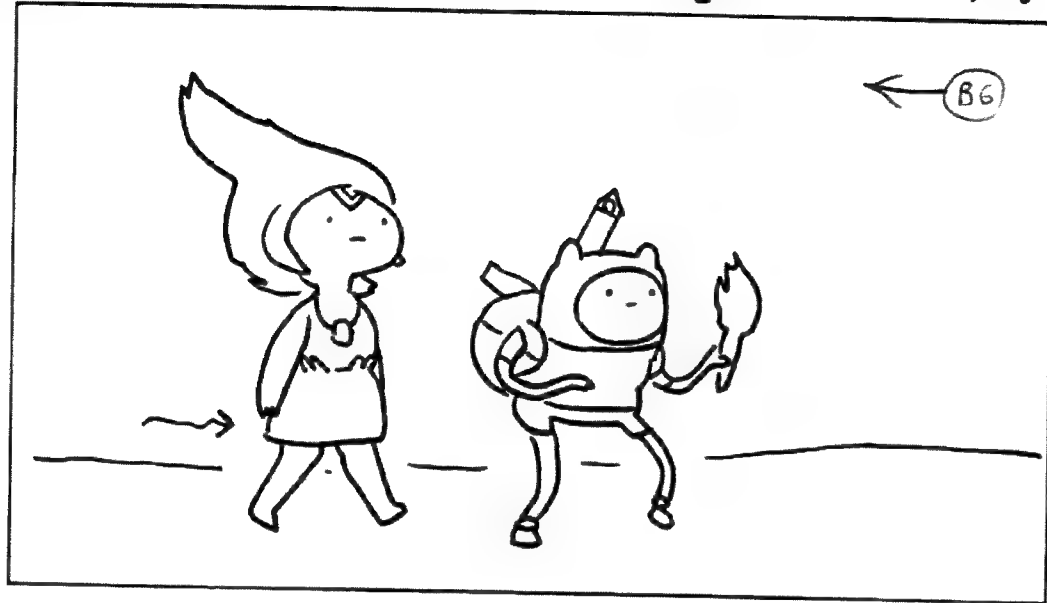
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Sc. 52

Pnl. D

Bg.

day night

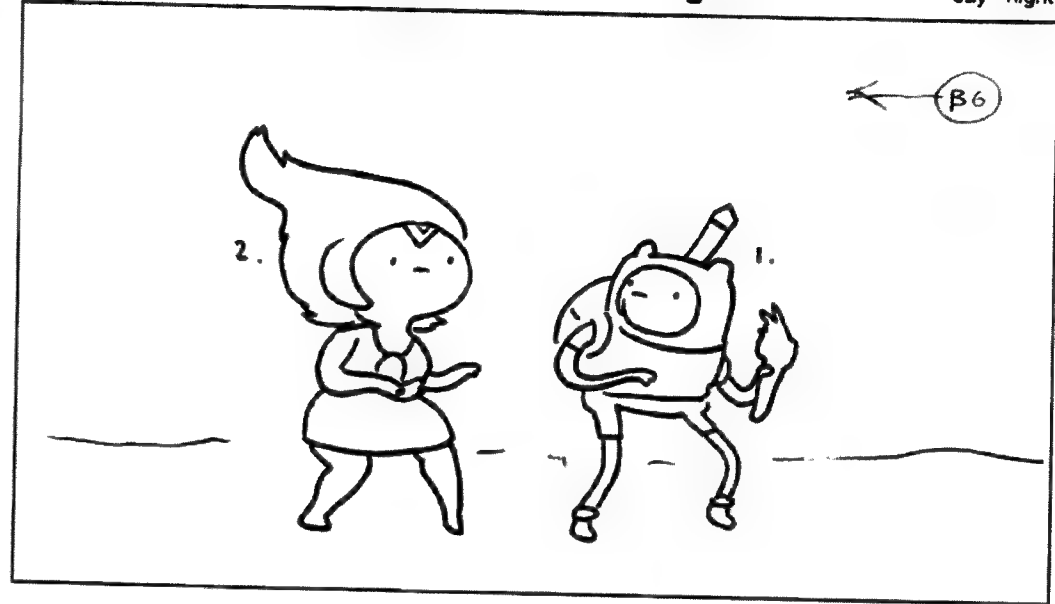


Sc. 52

Pnl. E

Bg.

day night

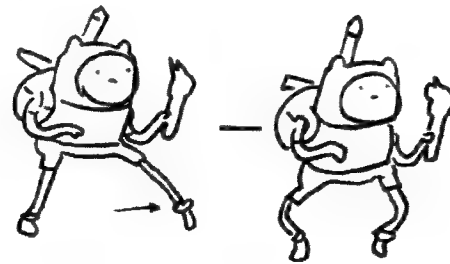


Dialog:

Action:

FP Follows,
walking
normally

BG



Finn side
shuffles for couple steps

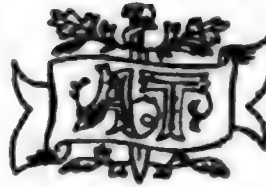
F turns to
FP and she
quickly mimics
him.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



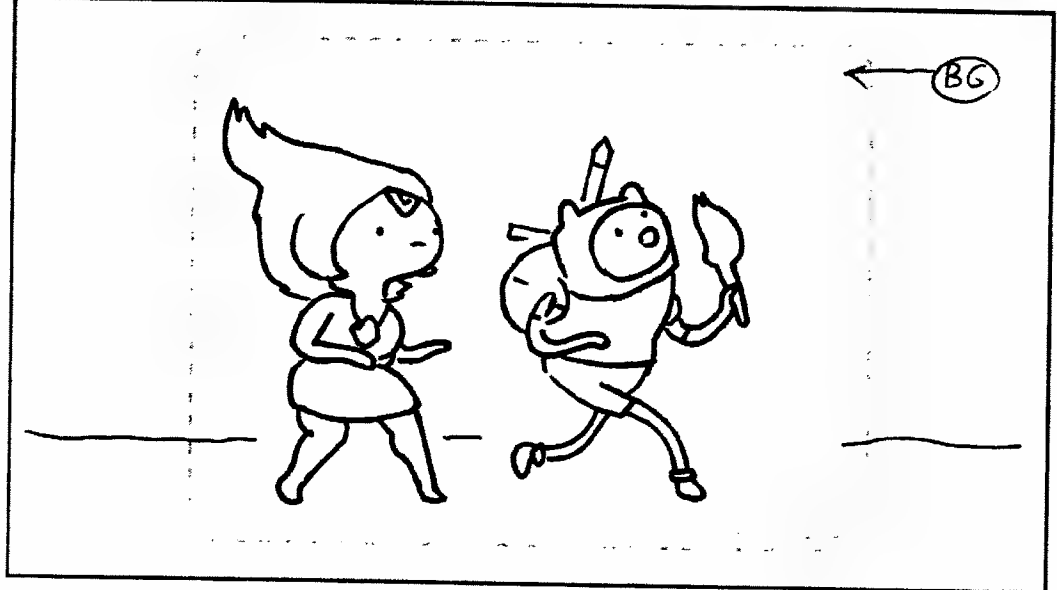
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Sc. 52

Pnl. F

Bg.

day night

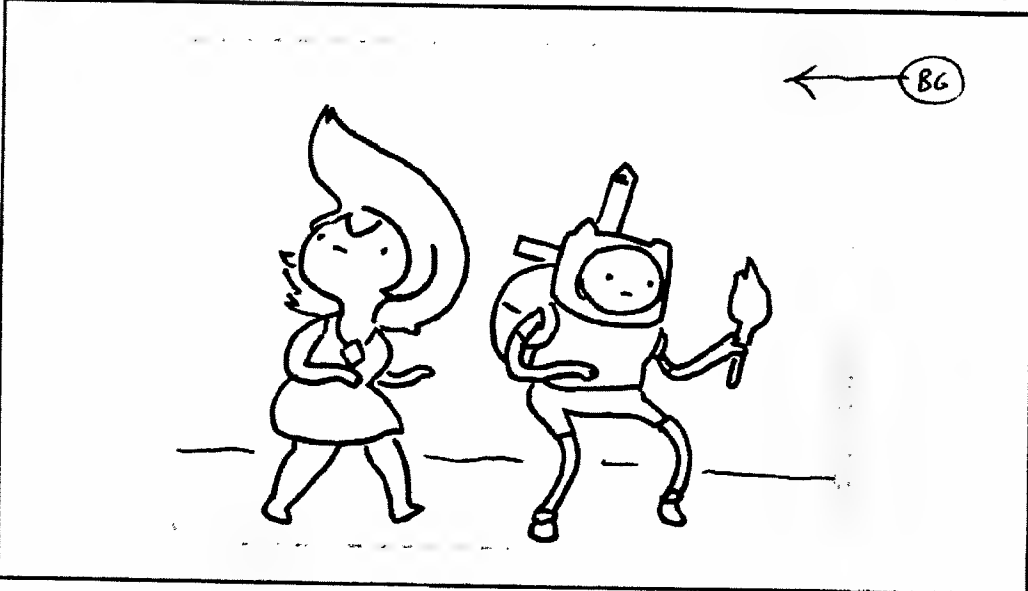


Sc. 52

Pnl. G

Bg.

day night

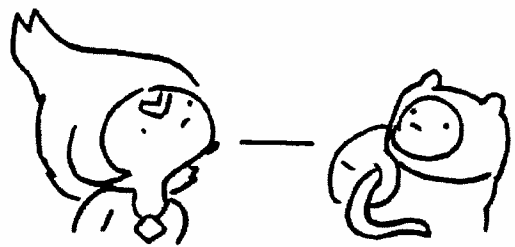


Dialog:

F / AND YOU GOTTA
LOOK AROUND

Action:

- F + FP
LOOK AROUND
AS THEY
SNEAKS



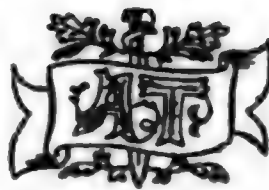
Timing:

EPISODE# 1014-116

Production :

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ADVENTURE TIME



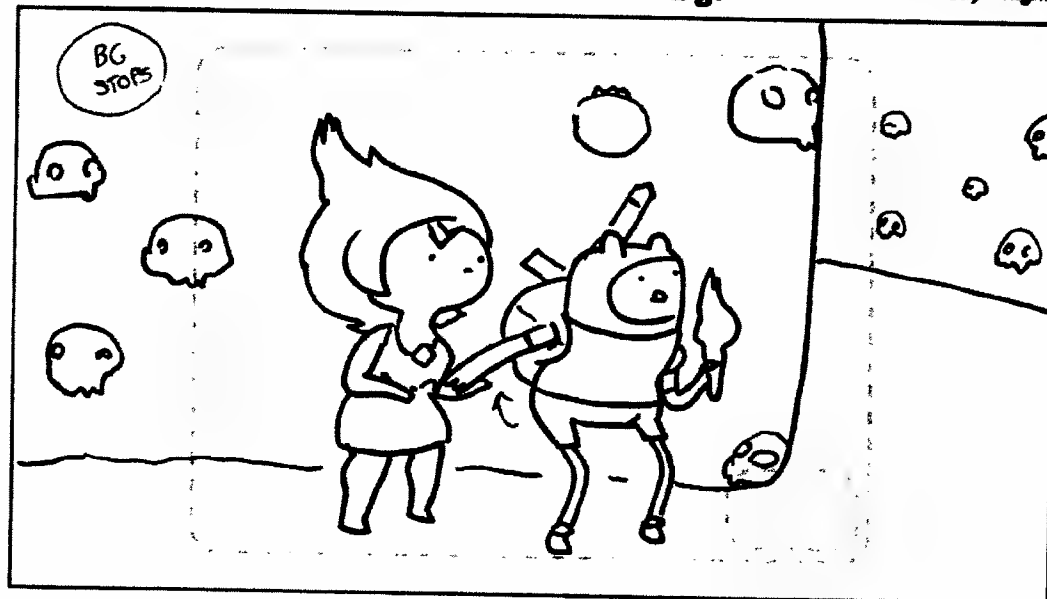
Page 101

Sc. 52

Pnl. H

Bg.

day night

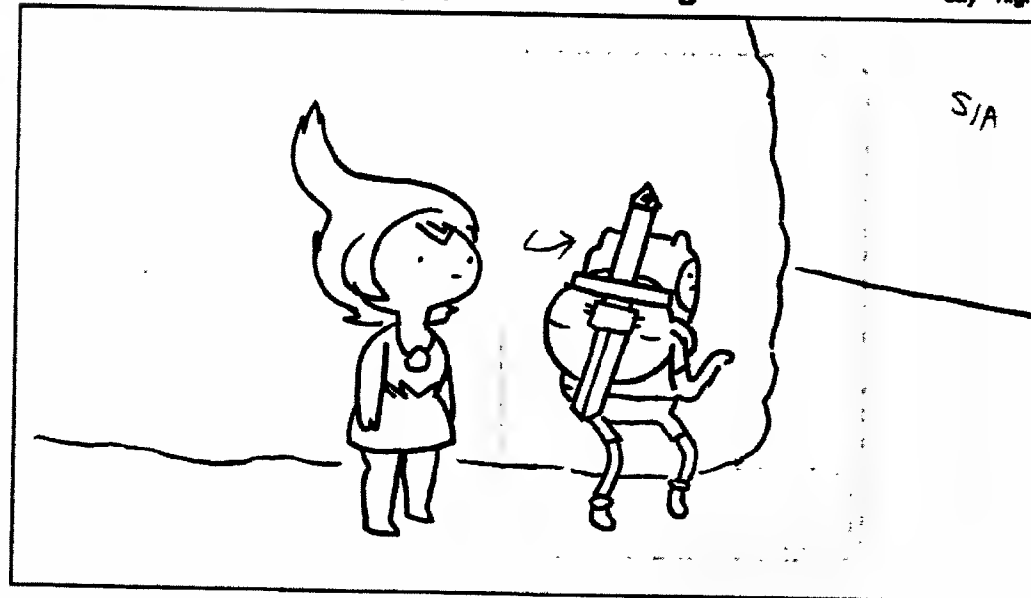


Sc. 52

Pnl. I

Bg.

day night



Dialog:

F/ tan tah tah

Action:

- FINN STOPS SHORT NEXT TO TURN IN CORRIDOR.

- FINN CREEPS OVER TO CORNER

Timing:

EPISODE# 1014-116

Production :

ADVENTURE TIME



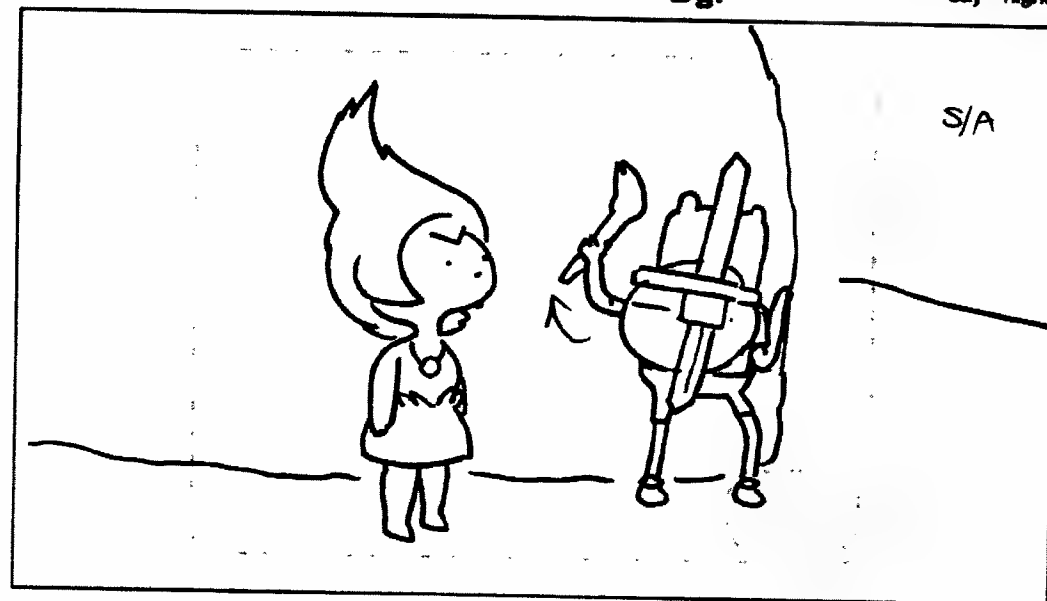
Page 102

Sc. 52

Pnl. J

Bg.

day night

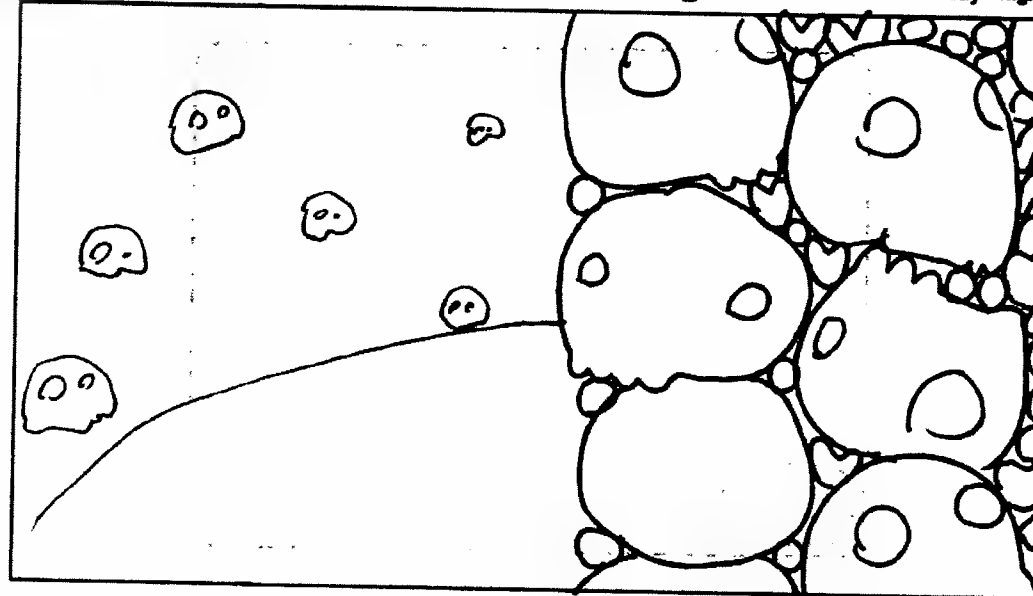


Sc. 53

Pnl. A

Bg.

day night



Dialog:

Action:

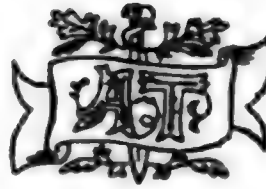
-FINN FLATENS AGAINST WALL.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 103

Sc. 53

Pnl. B

Bg.

day night

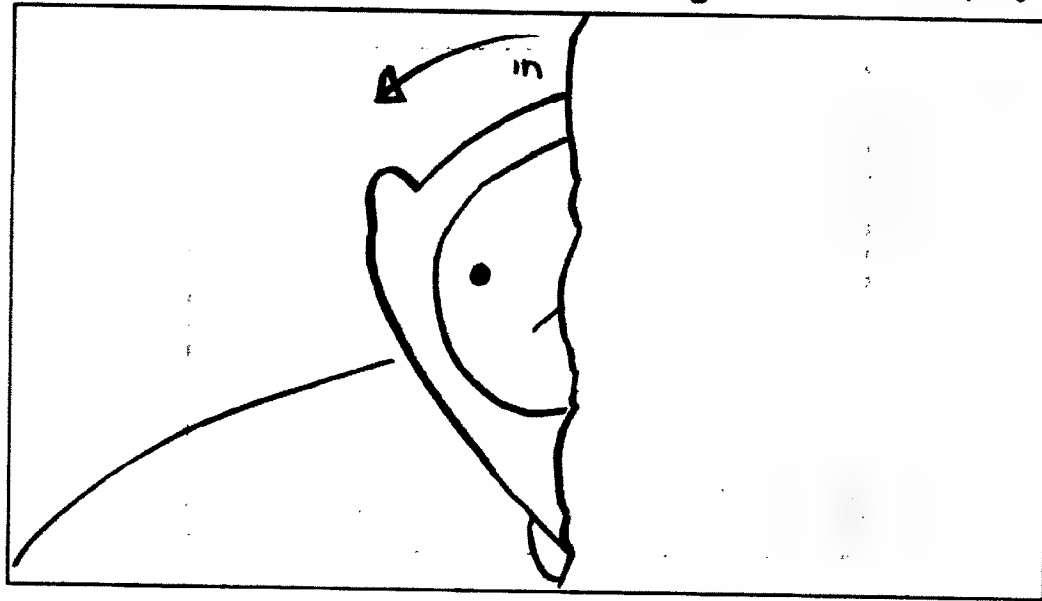
Sc. 54

Pnl. A

stop

Bg.

day night

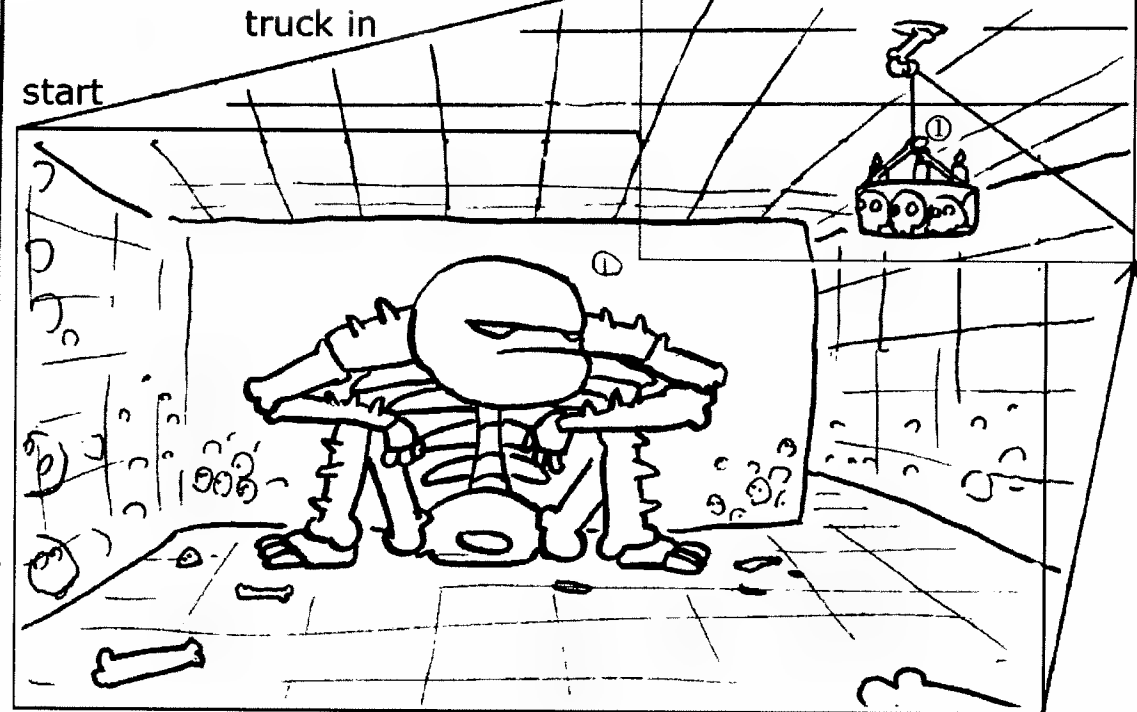


Dialog:

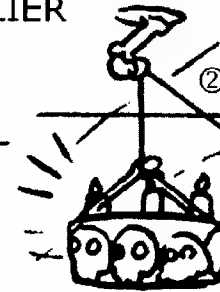
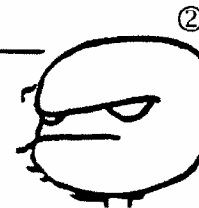
Action:

-FINN SLOWLY LEANS AROUND CORNER.

Timing:



-TRUCK IN ON CHANDELIER

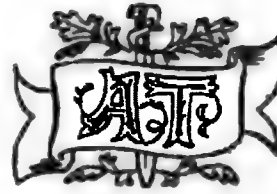


- BIG BONES
SITS,
looking back
and forth,
slowly

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 104

Sc. 54

Pnl. B

Bg.

day night

start

PAN

Action: -pan down
fixture

-accent lines
pop off rope
2x

Timing:

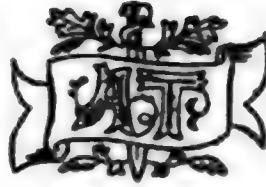
stop

1014-116

EPISODE #

Production :

ADVENTURE TIME



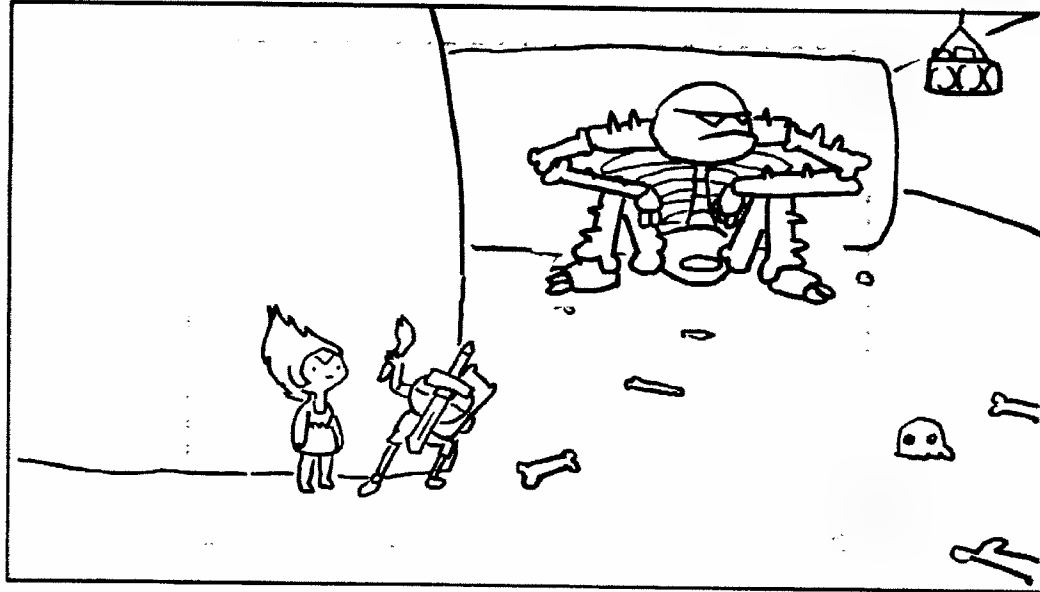
Page 105

Sc. 55

Pnl. A

Bg.

day night

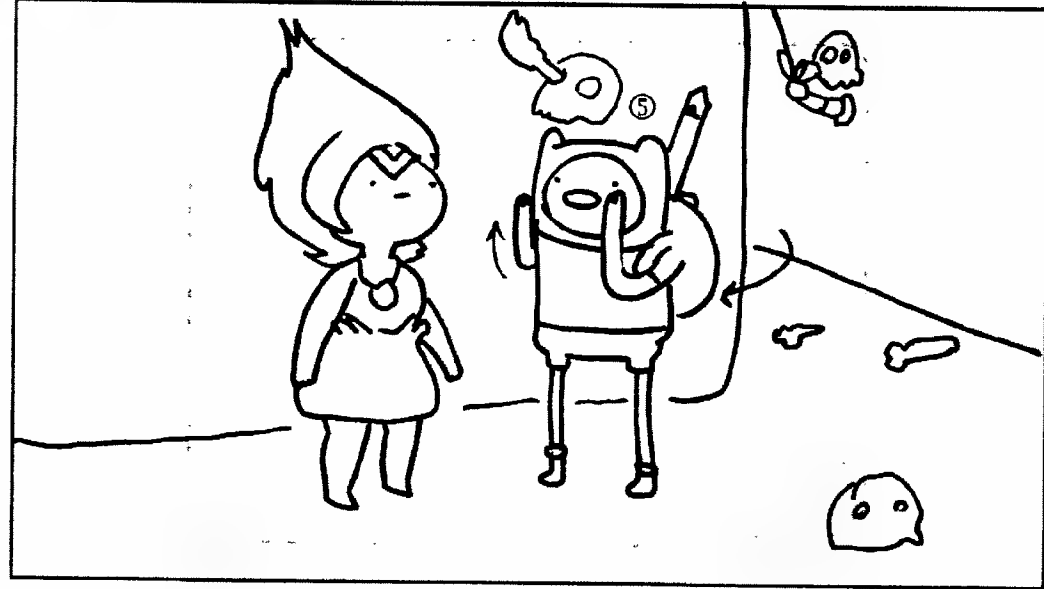


Sc. 56

Pnl. A

Bg.

day night



EPISODE # 1014-116

Dialog:

(whispering over next 15 lines)

F/ OK, THIS GUY'S TOO BIG TO
INTIMIDATE, BUT I HAVE A PLAN.

Action:



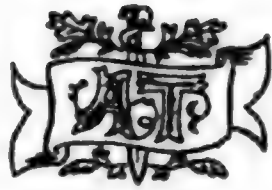
-Finn jams torch
into skull

-FINN TURNS TO FP.

Timing:



ADVENTURE TIME



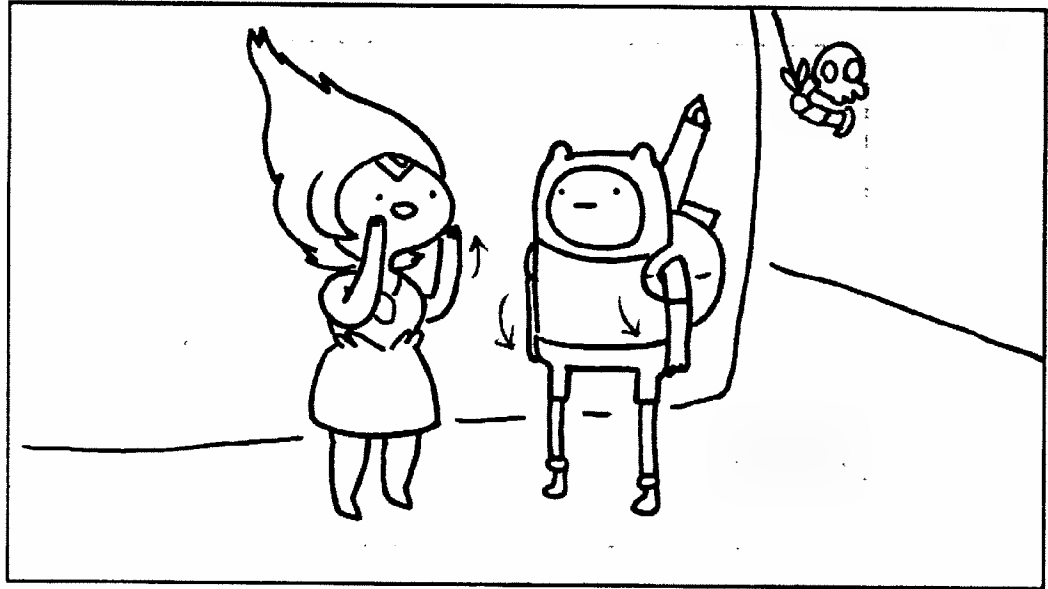
Page 106

Sc. 56

Pnl. B

Bg.

day night

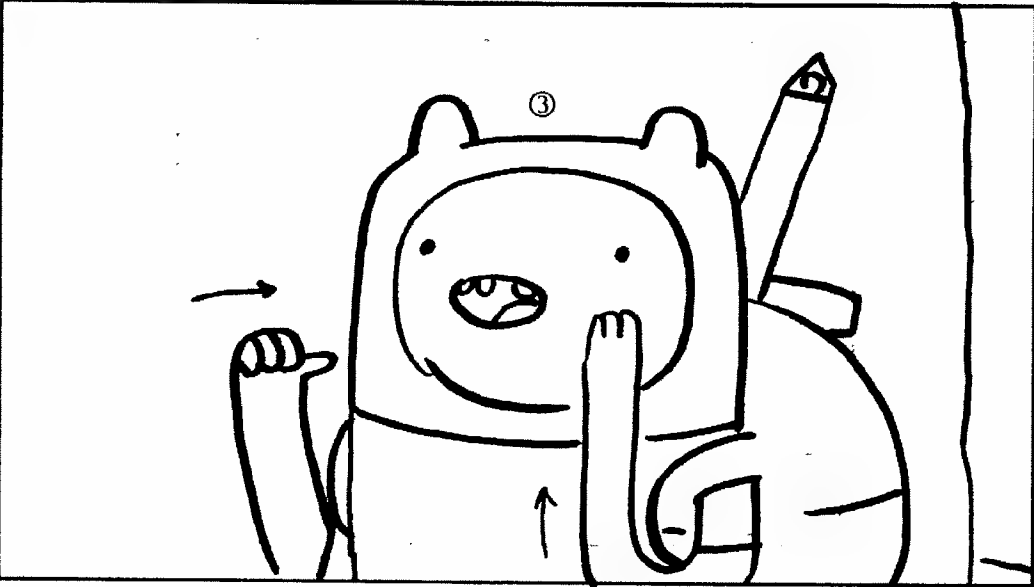


Sc. 57

Pnl. A

Bg.

day night



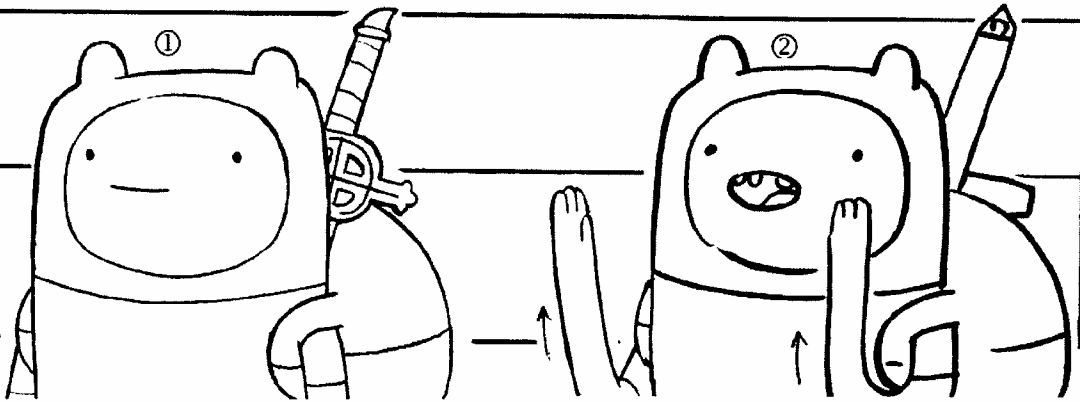
Dialog:

FP / ALREADY?

F / FIRST YOU SHOOT SOME
FIRE AT THAT ROPE ...

Action:

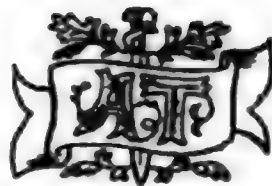
Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME



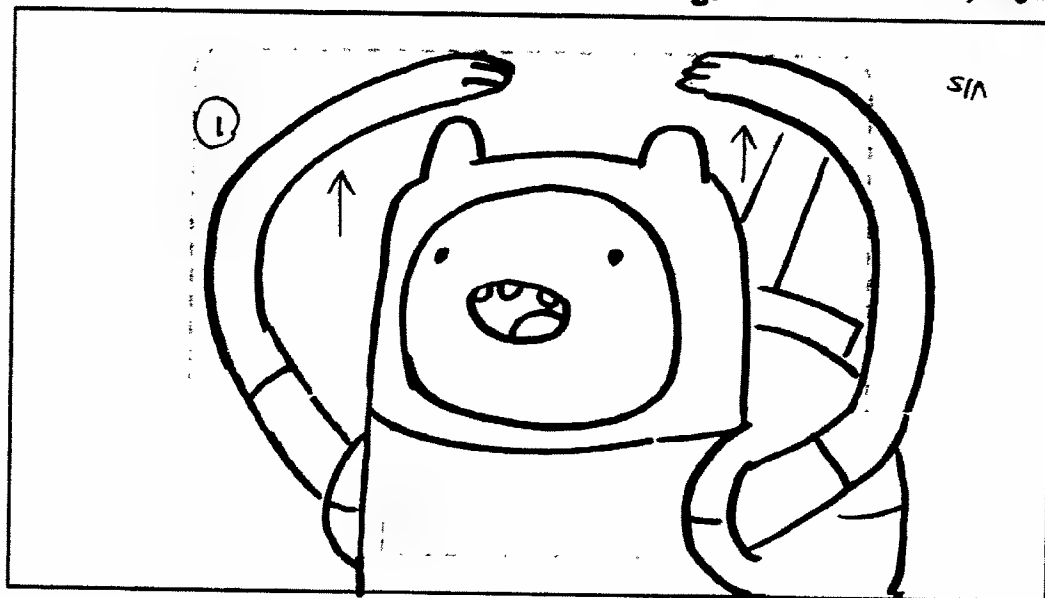
Page 107

Sc. 57

Pnl. B

Bg.

day night

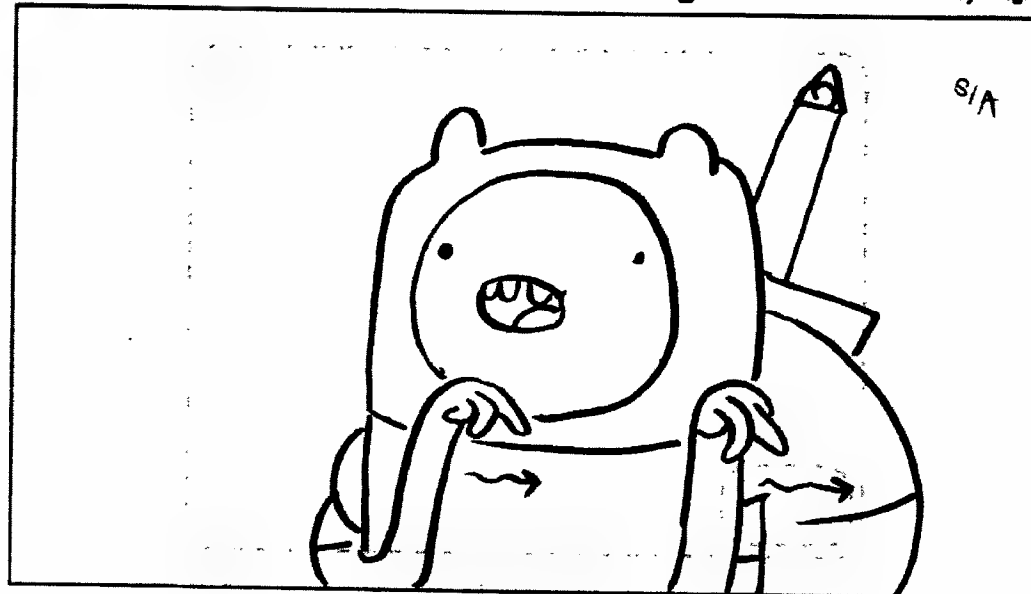


Sc. 57

Pnl. C

Bg.

day night

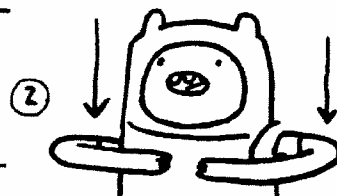


Dialog:

1.
F/ THE CHANDELIER FALLS,
2. DISTRACTS THE
MONSTER

F/ WE RUN IN

Action:

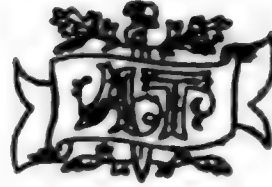


Timing:

EPISODE# 1014-116

Production :

ADVENTURE TIME



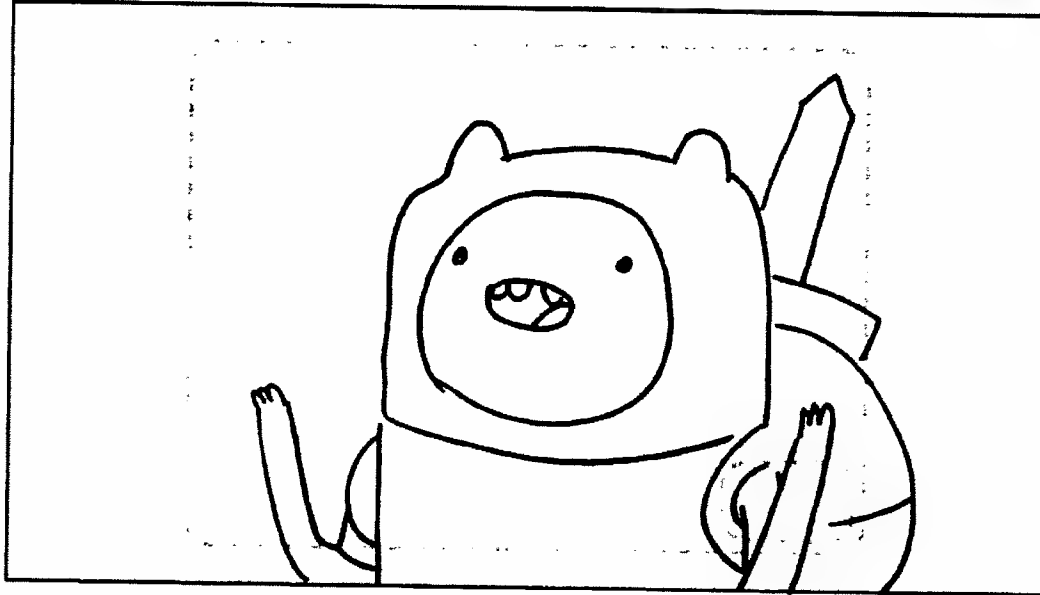
Page 108

Sc. 57

Pnl. D

Bg.

day night

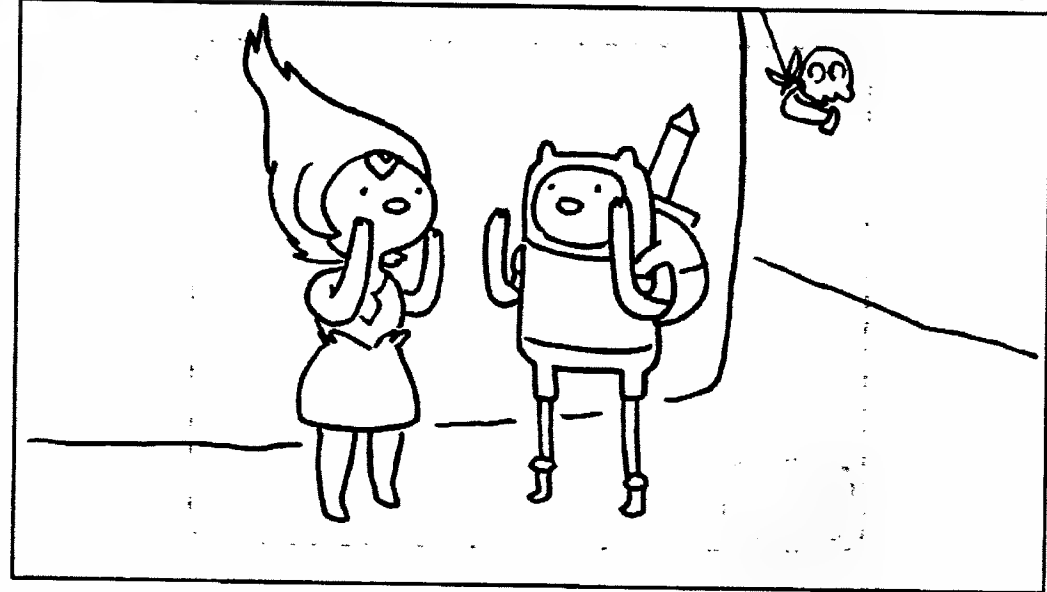


Sc. 58

Pnl. A

Bg.

day night



Dialog:

F/ ELEMENT OF SURPRISE .

FP/ ^(o/s) WOW!

F/ YOU READY?

FP/ YEAH.

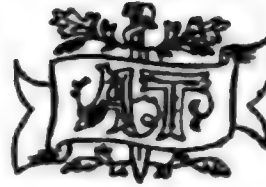
Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



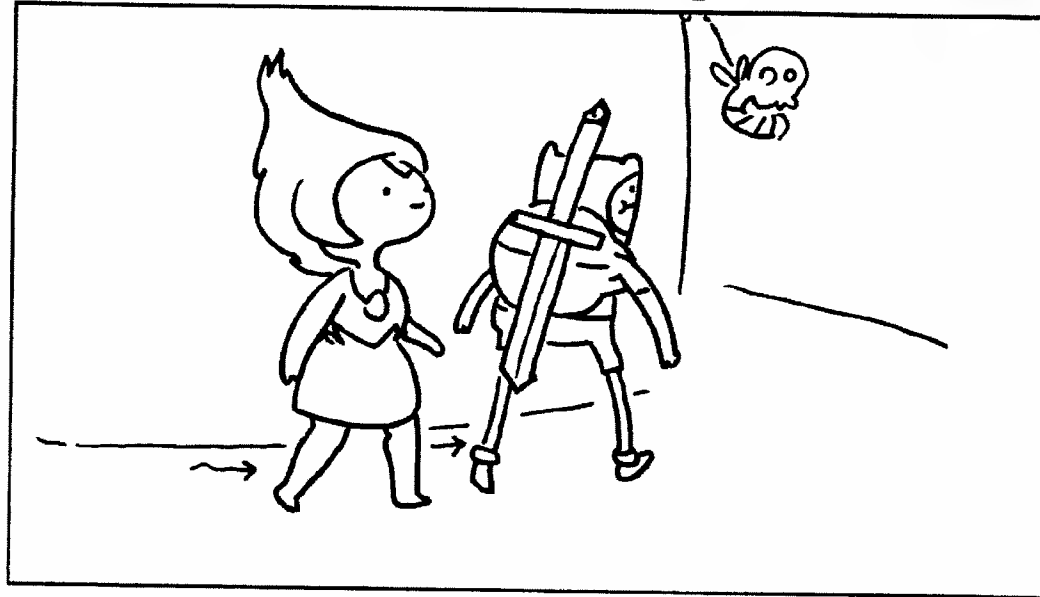
Page 109

Sc. 58

Pnl. B

Bg.

day night



Sc. 58

Pnl. C

Bg.

day night



Dialog:

F/ BEFORE WE GO IN, HOW GOOD ARE
YOU AT QUIETLY THROWING A TINY
BIT OF FIRE?

Action:

They start
to sneak

CAM
ADJ →

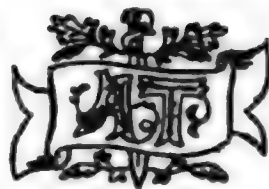
← ADJ
BACK

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



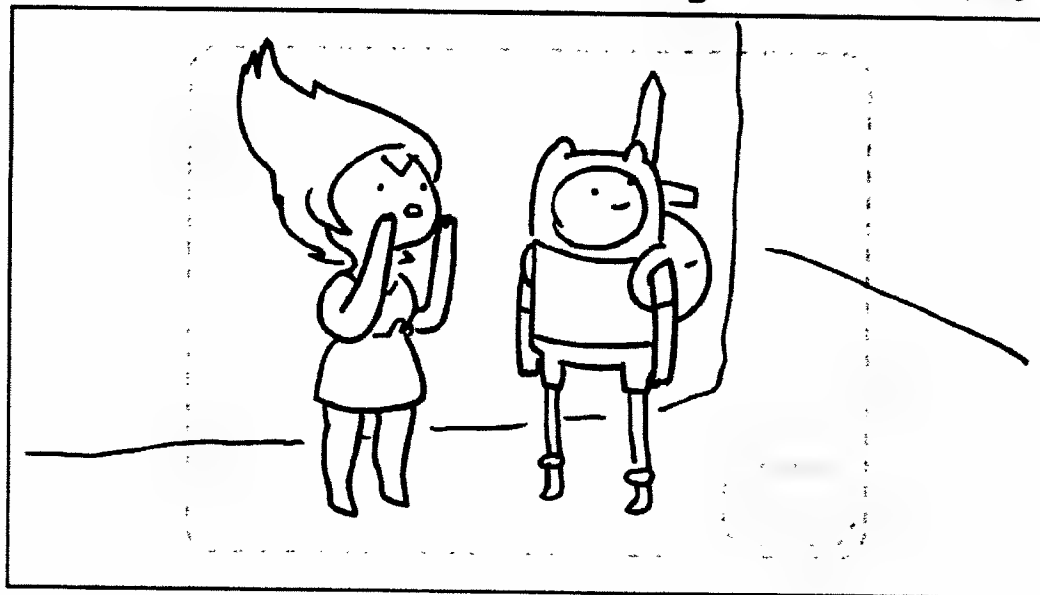
Page 110

Sc. 58

Pnl. D

Bg.

day night

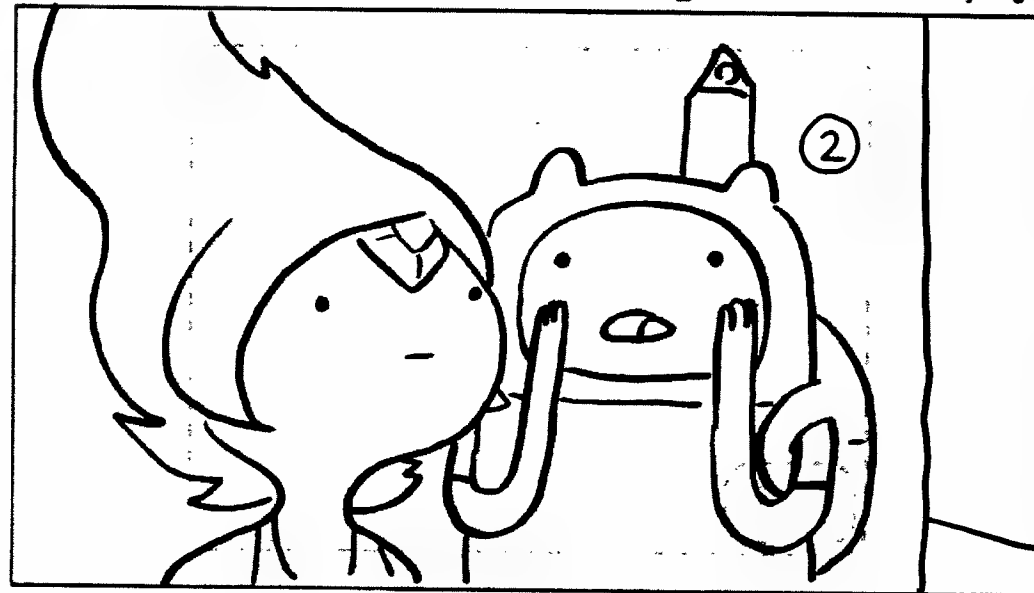


Sc. 59

Pnl. A

Bg.

day night



EPISODE # 1014-116

Dialog:

FP / AH, WHAT?

Action:

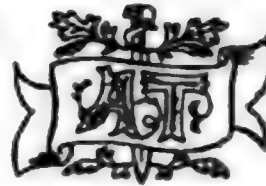
Timing:



FP / LIKE ON A SCALE OF 1-100,
HOW GOOD ARE YOU AT QUIETLY
THROWING A TINY BIT OF FIRE
AT A ROPE 50 FEET AWAY.

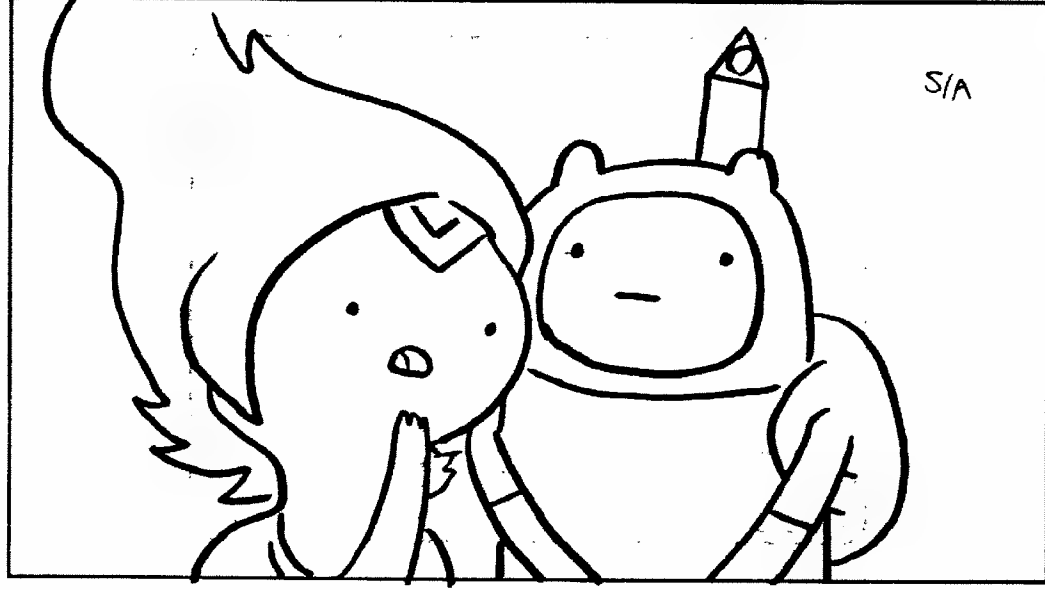
Production :

ADVENTURE TIME

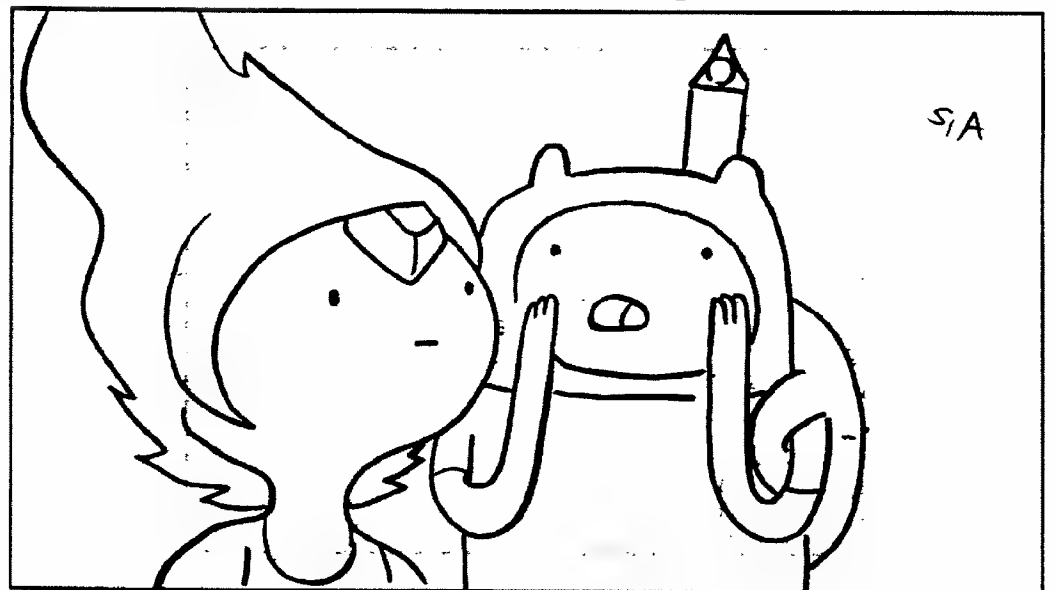


Page 111

Sc. 59 Pnl. B Bg. day night



Sc. 59 Pnl. C Bg. day night



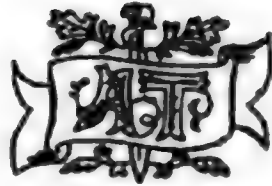
| | | |
|---------|-------------------|-------------------------------|
| Dialog: | <u>FP</u> / UH... | <u>F</u> / SCALE OF 1 - 100 . |
| Action: | | |
| Timing: | | |

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ADVENTURE TIME

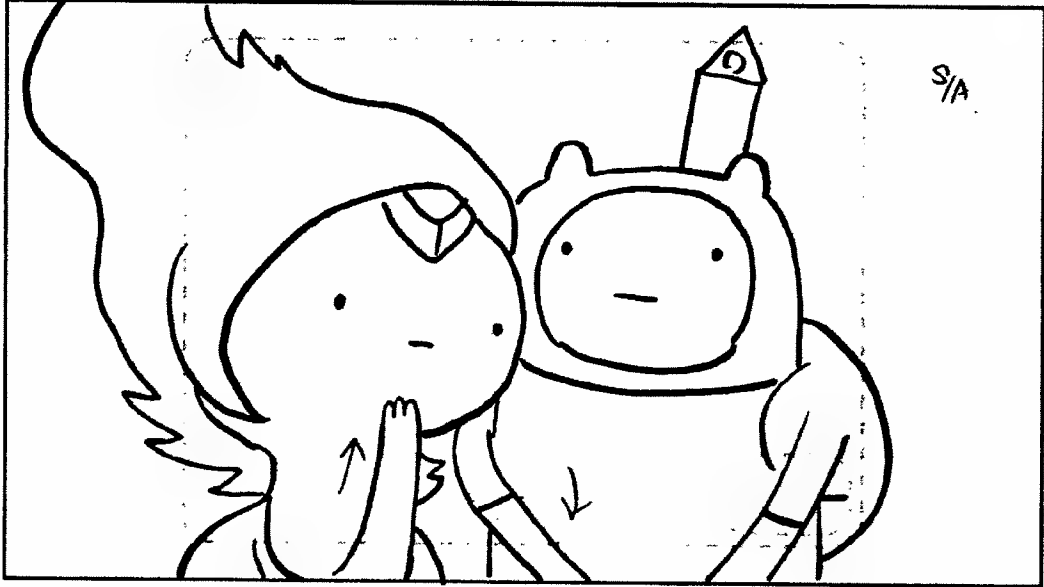


Sc. 59

Pnl. D

Bg.

day night

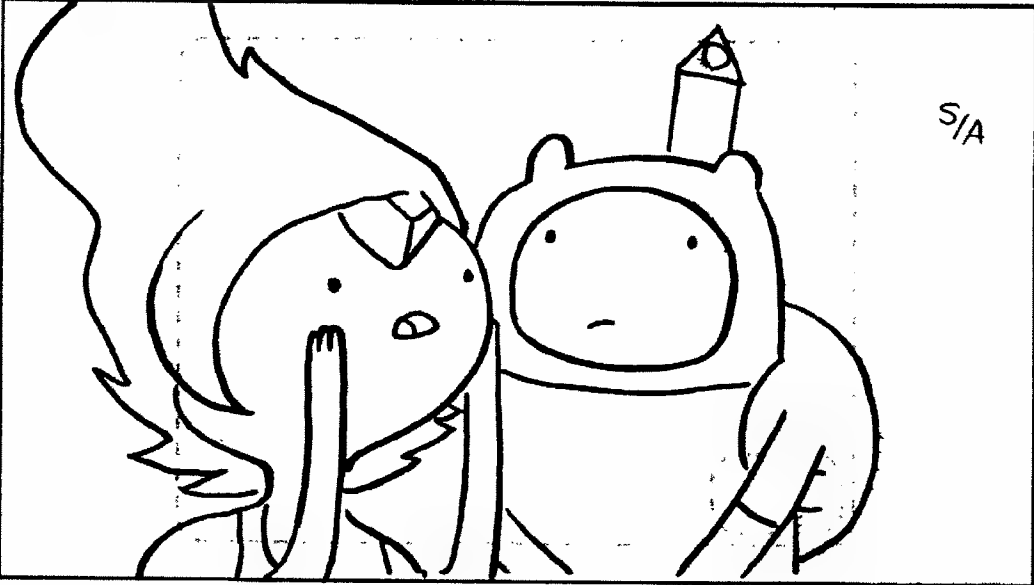


Sc. 59

Pnl. E

Bg.

day night



| | |
|---------|------------|
| Dialog: | FP/ 42 ? |
| Action: | (thinking) |
| Timing: | |

EPISODE # 1014-116

Production :

ADVENTURE TIME

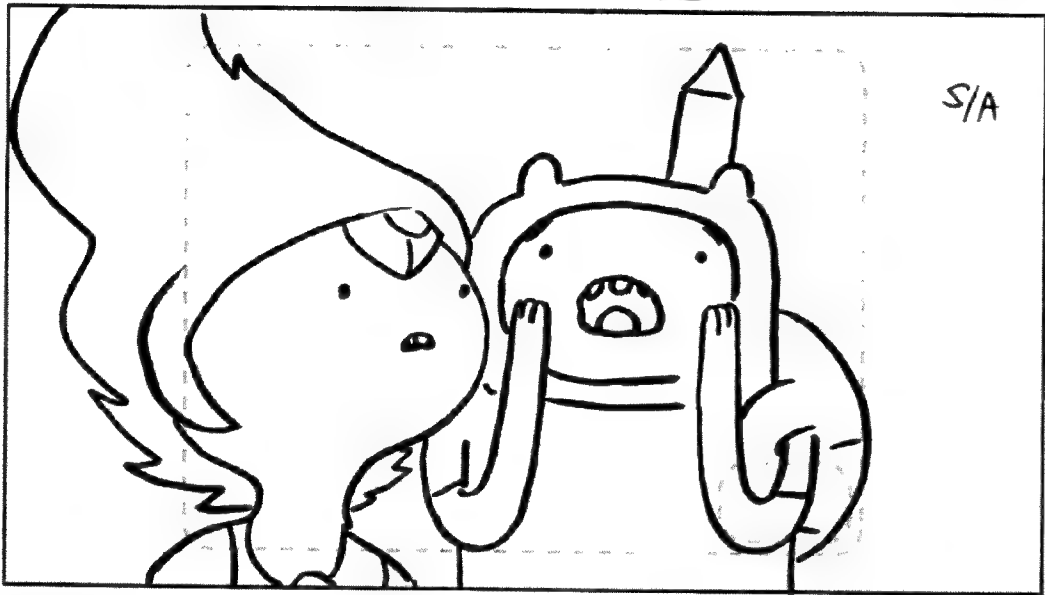


Sc. 59

Pnl. F

Bg.

day night

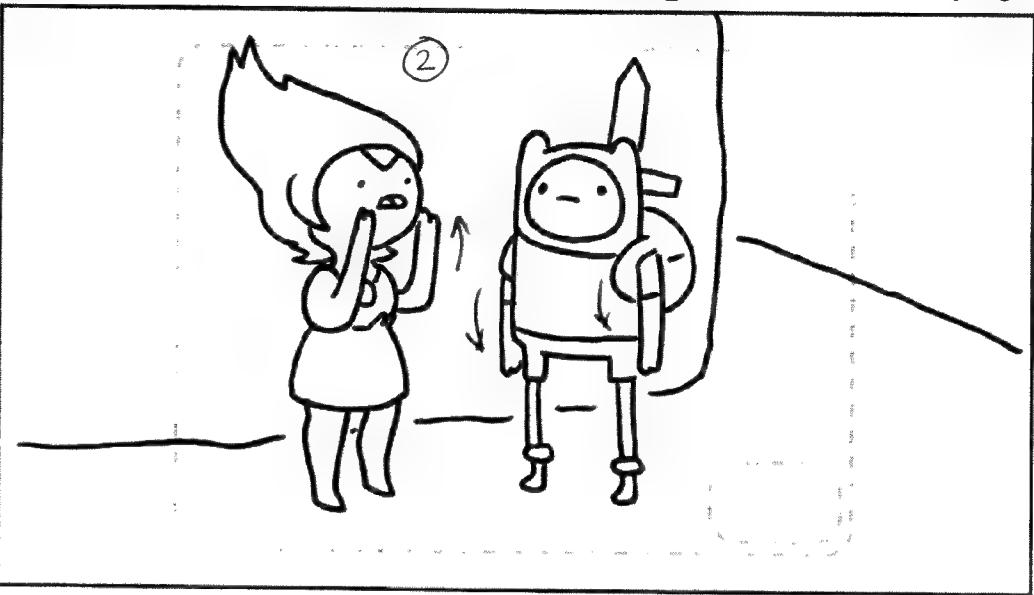


Sc. 60

Pnl. A

Bg.

day night



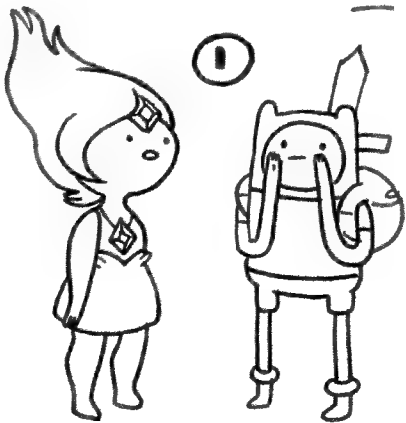
Dialog:

F / 42 ?!

Action:

Timing:

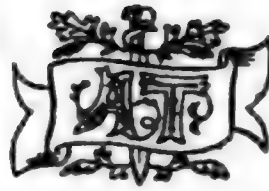
FP / WELL I DON'T KNOW, IVE NEVER RATED MYSELF !



EPISODE # 1014-116

Production :

ADVENTURE TIME



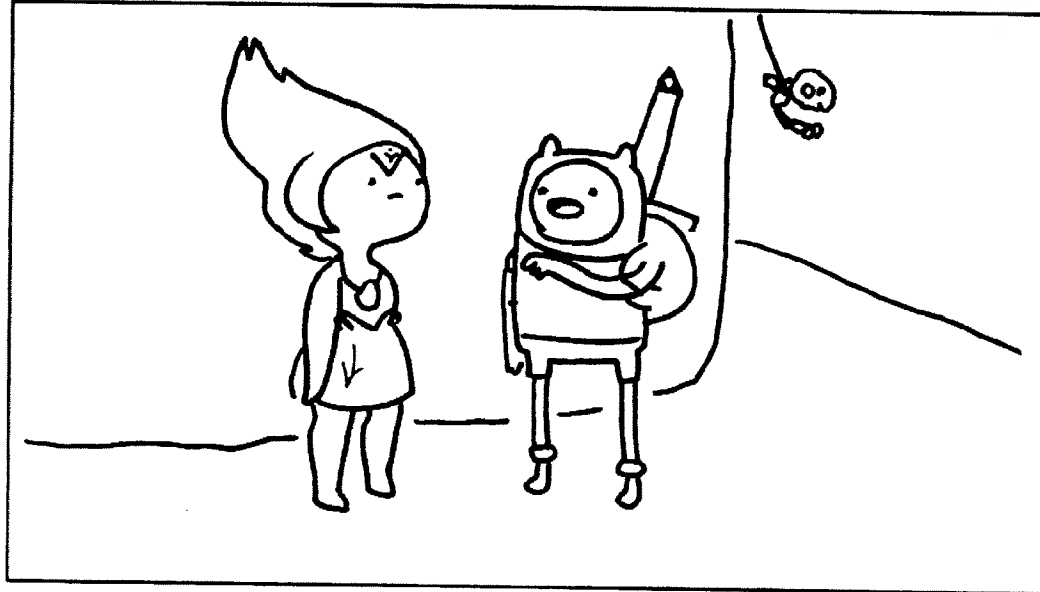
Page 114

Sc. 60

Pnl. B

Bg.

day night

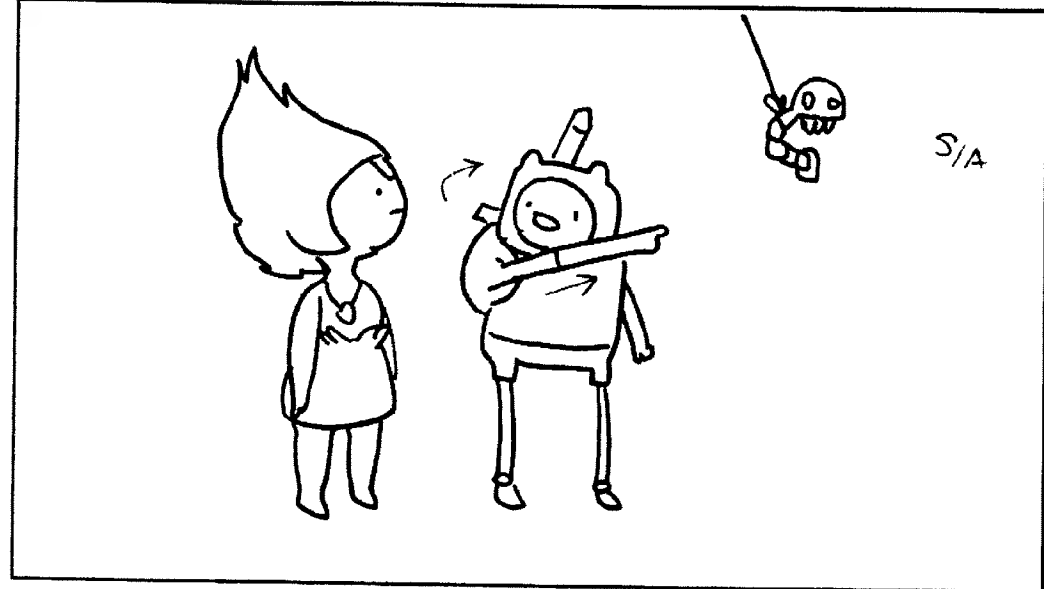


Sc. 60

Pnl. C

Bg.

day night



Dialog:

F/ NO, THAT'S COOL
THAT'S COOL....

Action:



(Flaps his
hand)

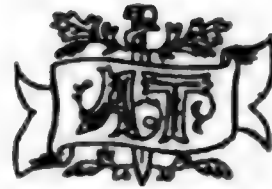
Timing:

F/ JUST TRY AND HIT
THAT ROPE .

EPISODE # 1014-116

Production :

ADVENTURE TIME

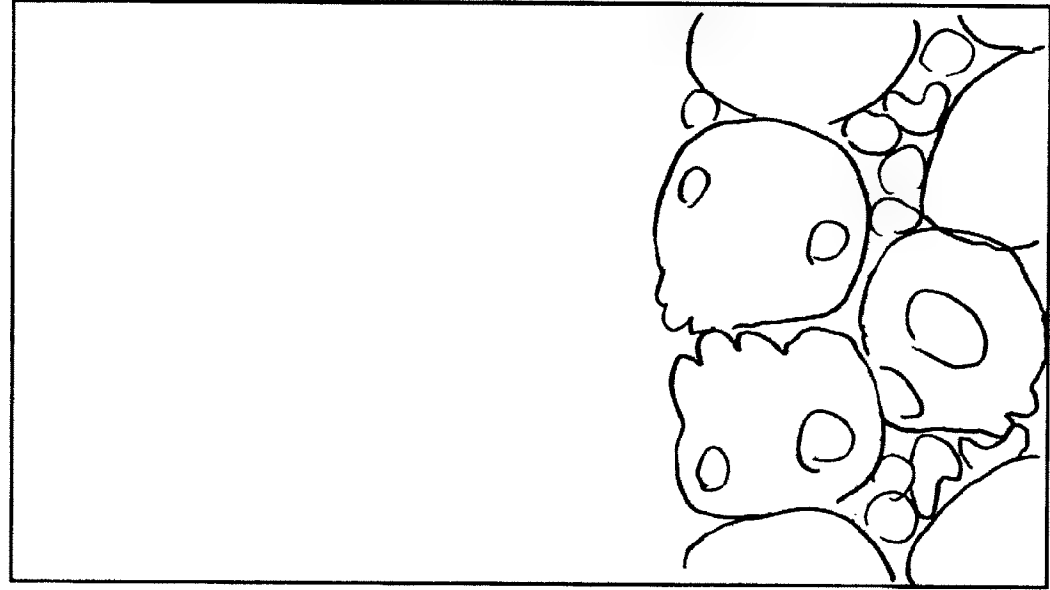


Sc. 61

Pnl. A

Bg.

day night

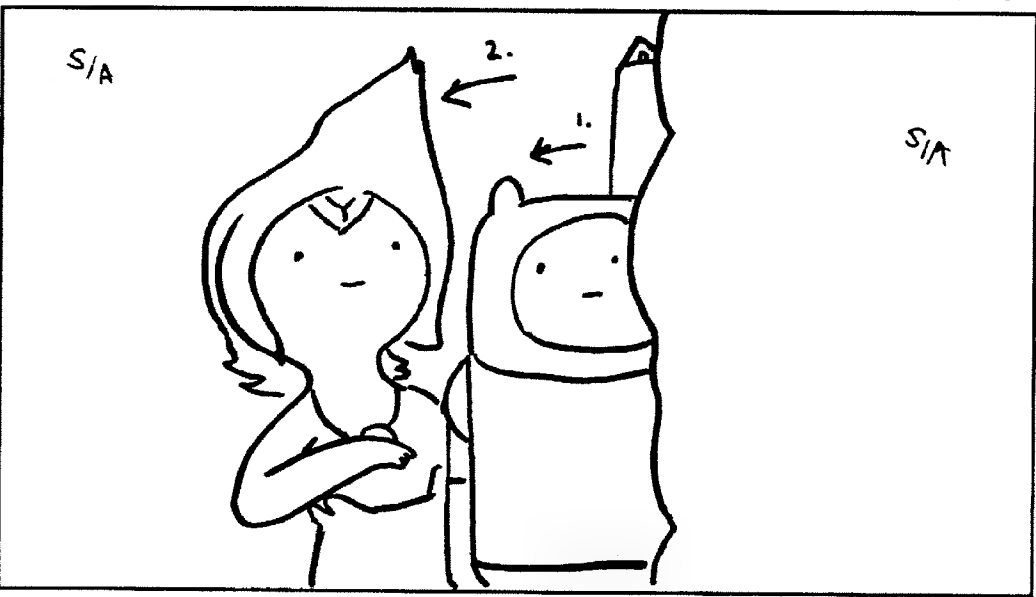


Sc. 61

Pnl. B

Bg.

day night



Dialog:

Action:

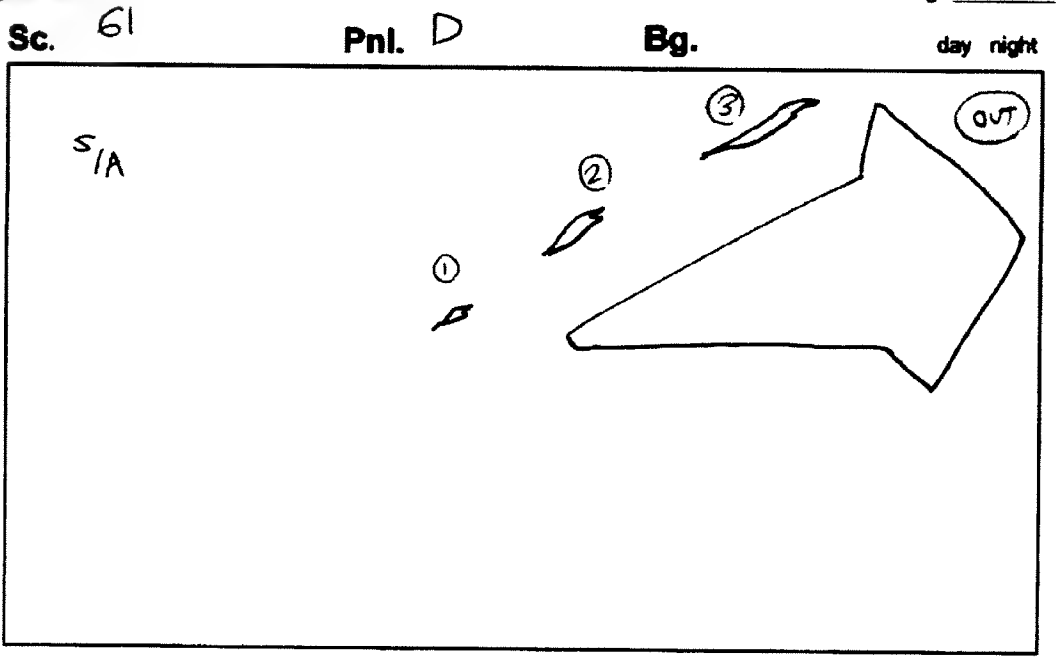
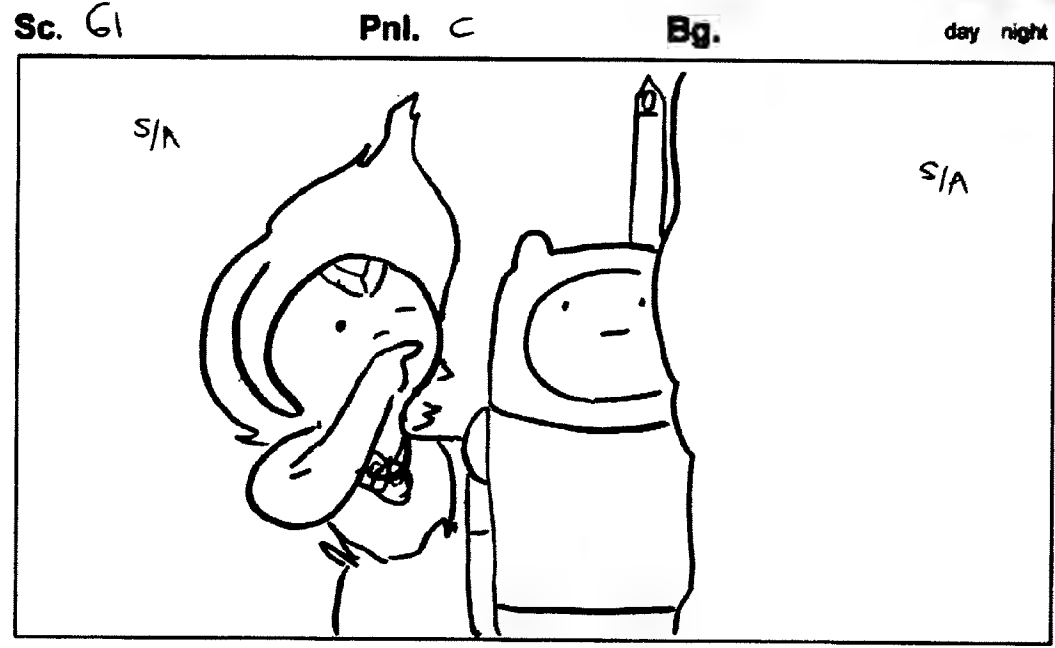
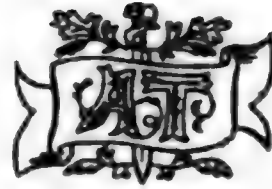
- Finn peeks around corner
then FP.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



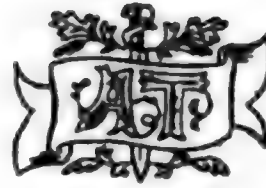
| | |
|---------------------------|---|
| Dialog: | |
| sfx / (quiet fire fart) | |
| Action: | -FP AIMS CAREFULLY |
| | -TINY FLAME DART SHOOTS FROM FP'S FINGER. |
| Timing: | |

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ADVENTURE TIME



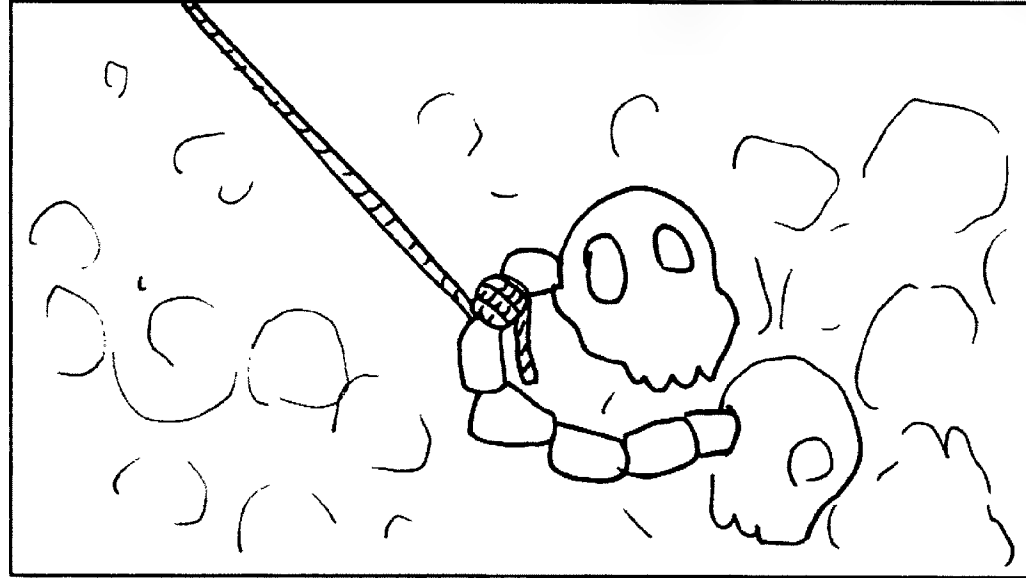
Page 117

Sc. 62

Pnl. A

Bg.

day night

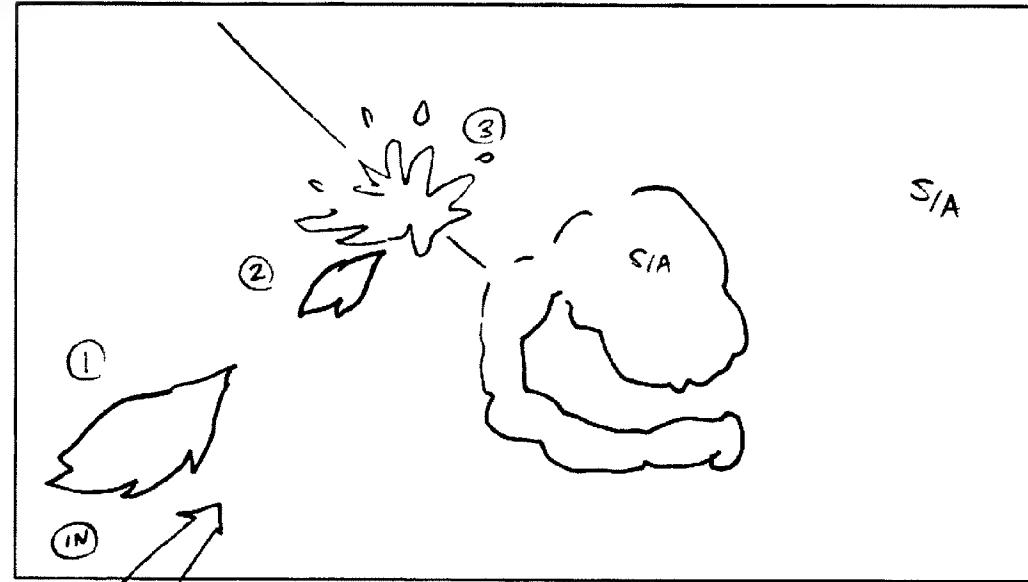


Sc. 62

Pnl. B

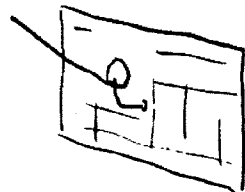
Bg.

day night



Dialog:

Action:



Skull
Fixture
is
sticking
out of
wall

SFX: *FSST!*

- FLAME DART FLIES ON/S.

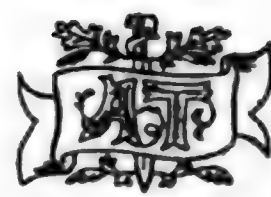
direct hit!

Timing:

EPISODE # 1014-116

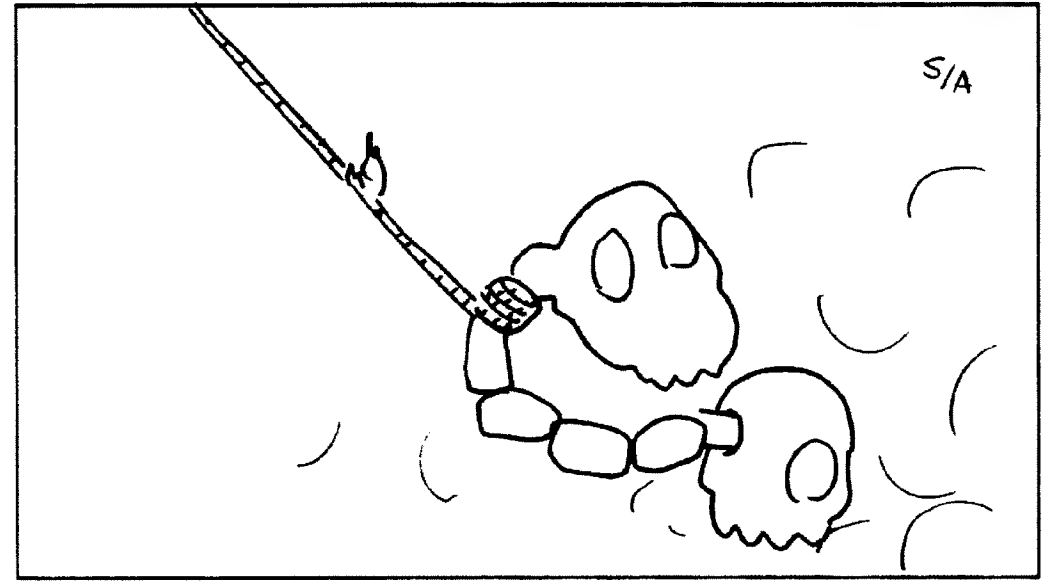
Production :

ADVENTURE TIME

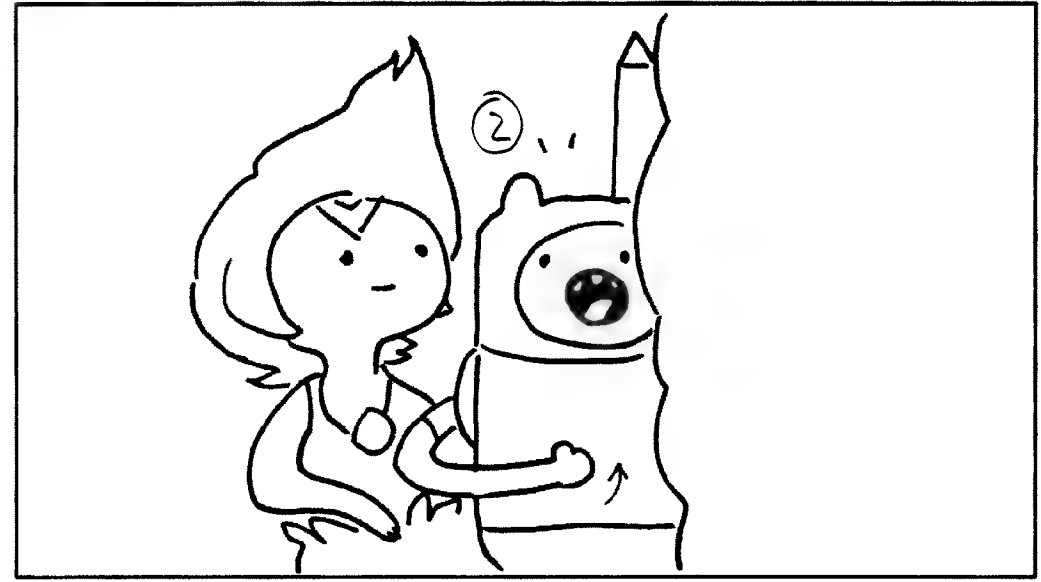


Page 118

Sc. 62 Pnl. C Bg. day night



Sc. 63 Pnl. A Bg. day night

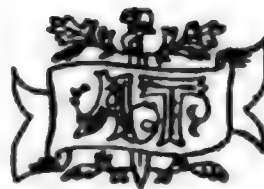


| | | |
|---------|---|--|
| Dialog: | | |
| Action: | <p>— rope is burning</p> <p>— FINN PUMPS FIST</p> | |
| Timing: | | |

1014-116
EPISODE #

Production :

ADVENTURE TIME



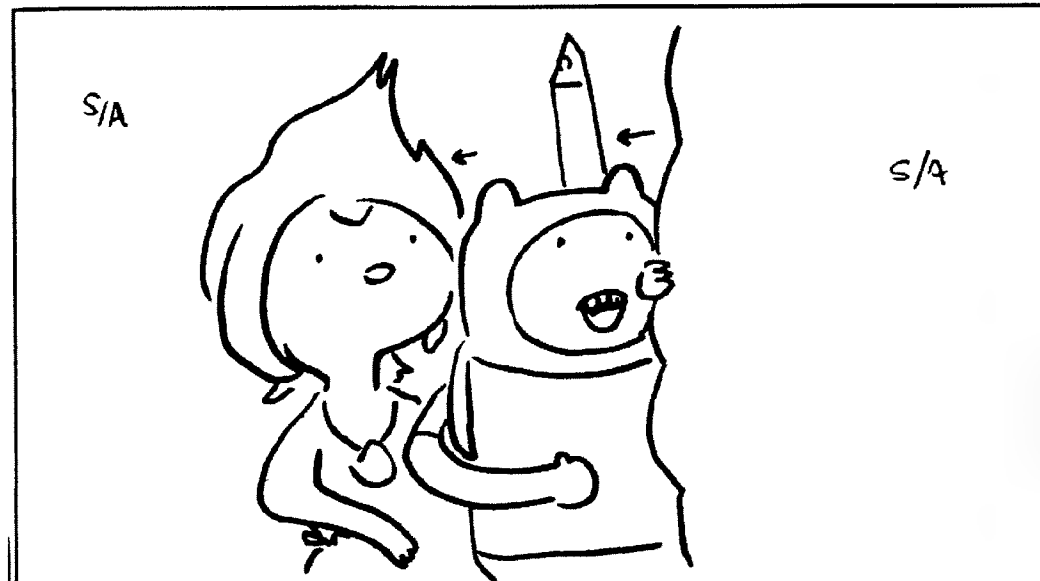
Page 119

Sc. 63

Pnl. B

Bg.

day night



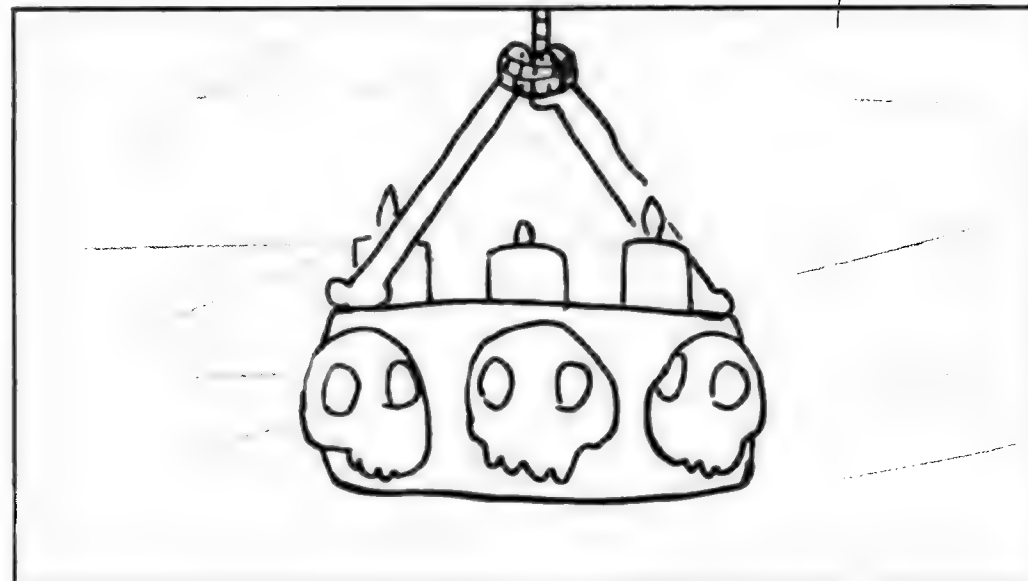
Sc. 64

Pnl. A

Bg.

ceiling

day night



EPISODE # 1014-116

Production :

Dialog:

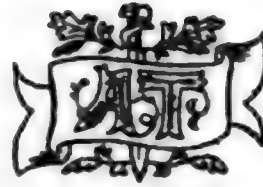
SFX: * CREAKING *

Action:

They both look
up to chandelier

Timing:

ADVENTURE TIME



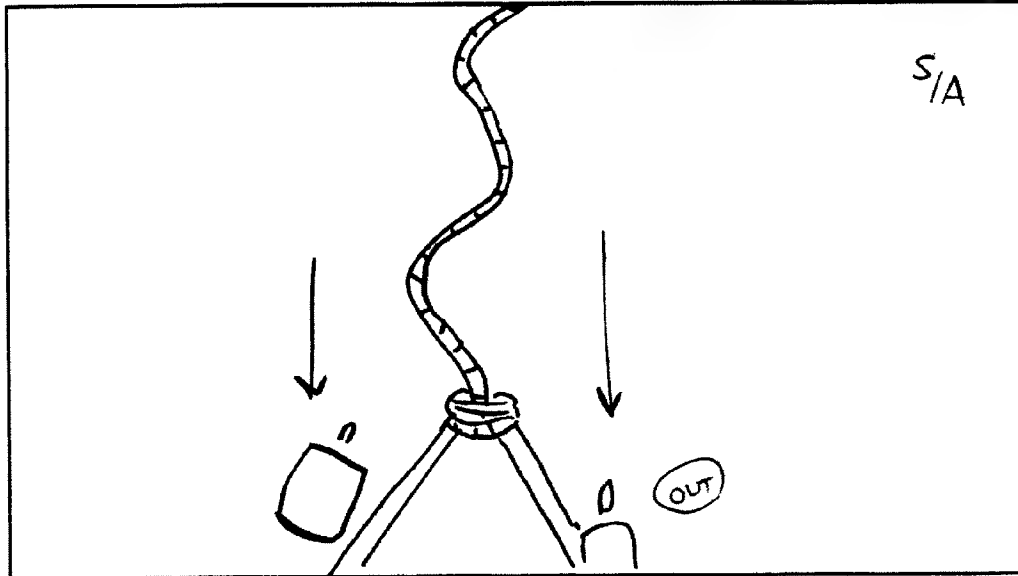
Page 120

Sc. 64

Pnl. B

Bg.

day night

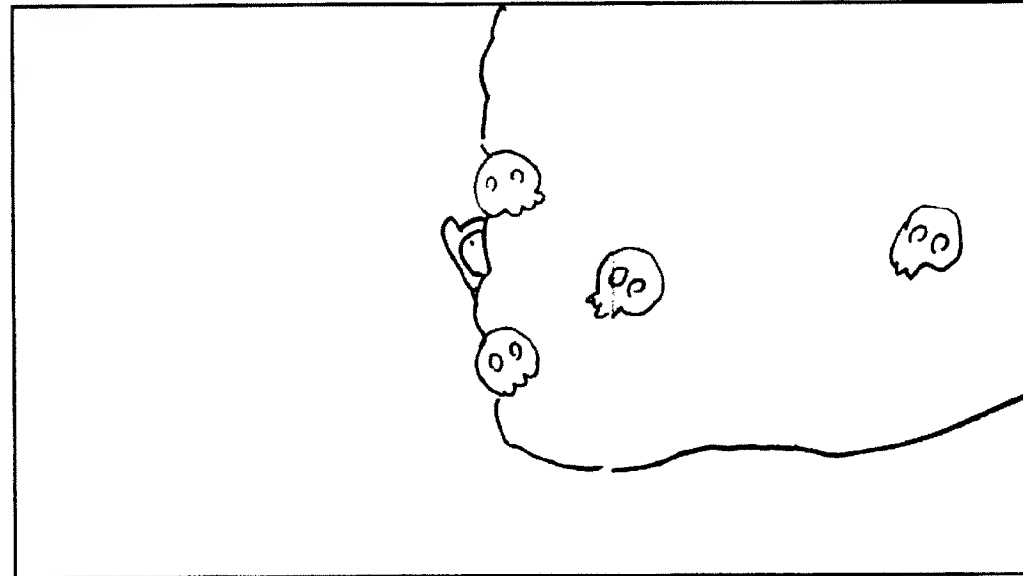


Sc. 65

Pnl. A

Bg.

day night



Dialog:

SFX: * SNAP *

SFX < CRASH! >

Action:

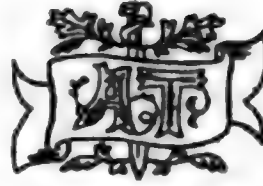
-CHANDELIER FALLS OFF/S.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



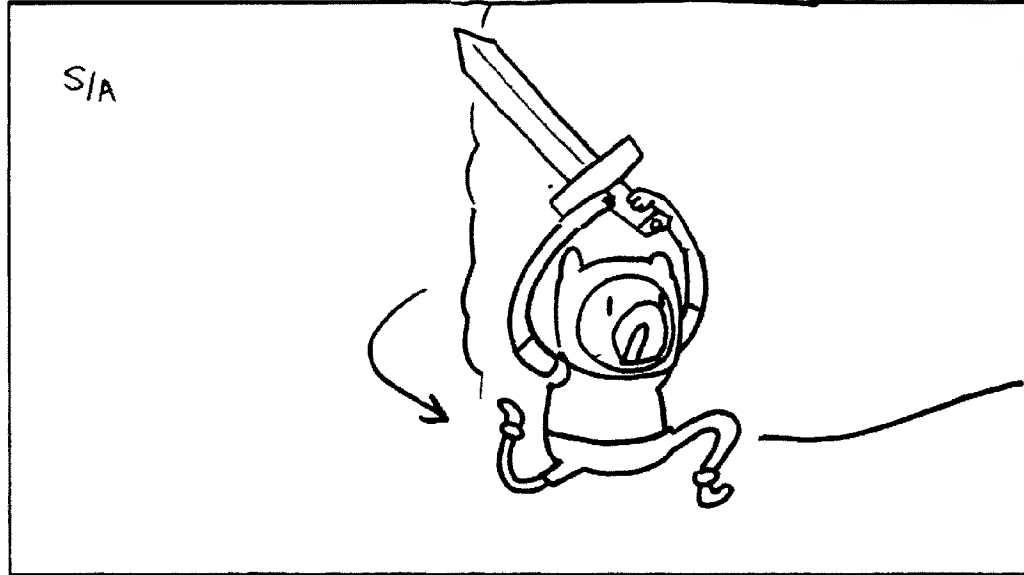
Page 121

Sc. 65

Pnl. B

Pg

day night

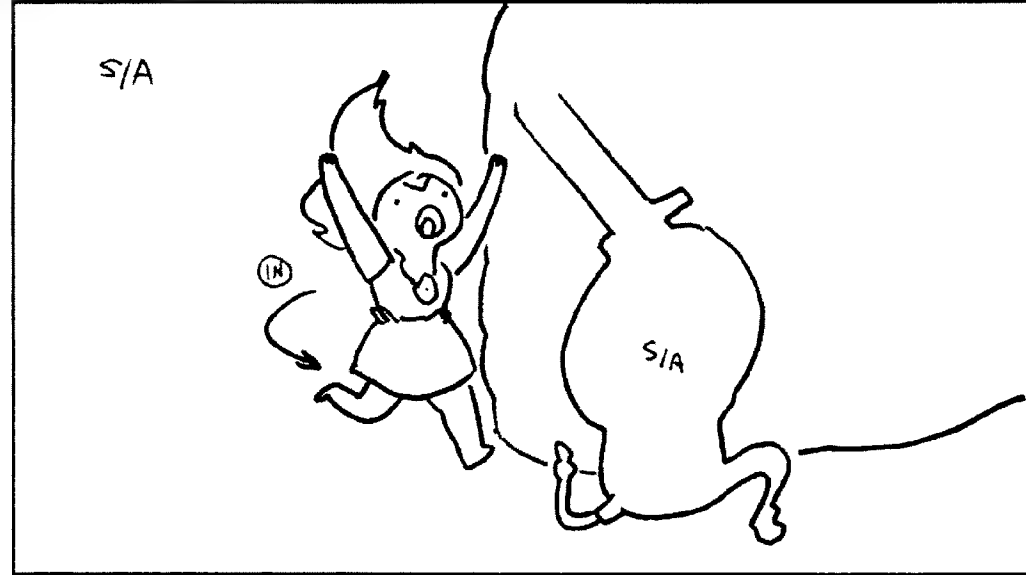


Sc. 65

Pnl. C

Bg.

day night



Dialog:

F / RAHR!

FP / RAHR!

F / RAHRR!

Action:

- FINN RUNS OUT FROM BEHIND CORNER
BRANDISHING SWORD.

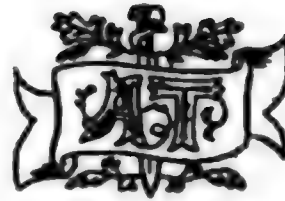
- FP RUNS AROUND CORNER

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



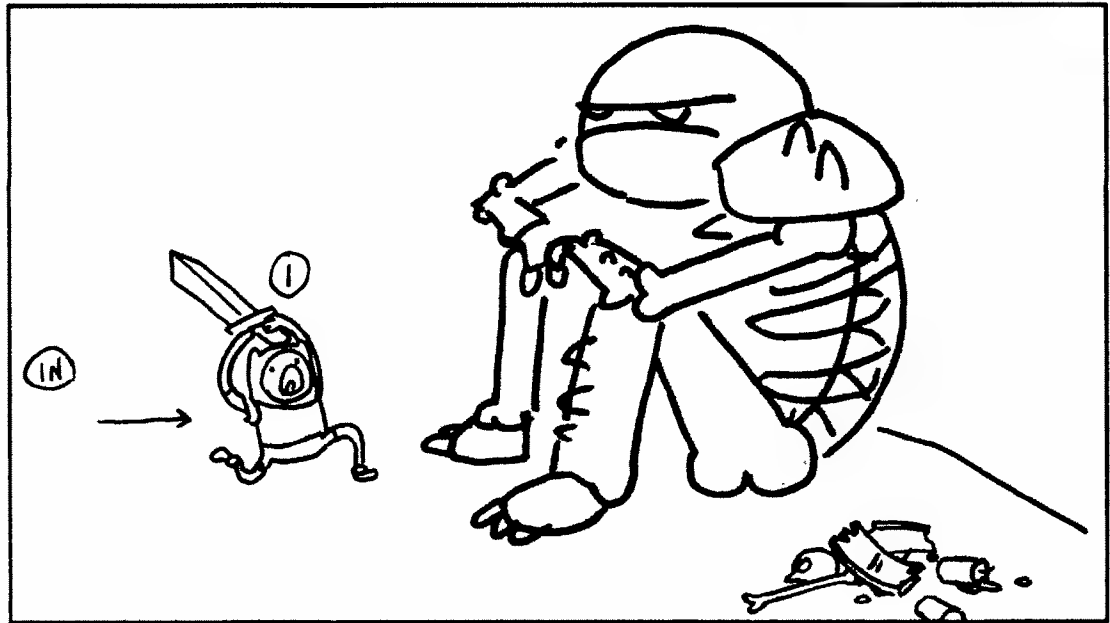
Page 122

Sc. 66

Pnl. A

Bg.

day night

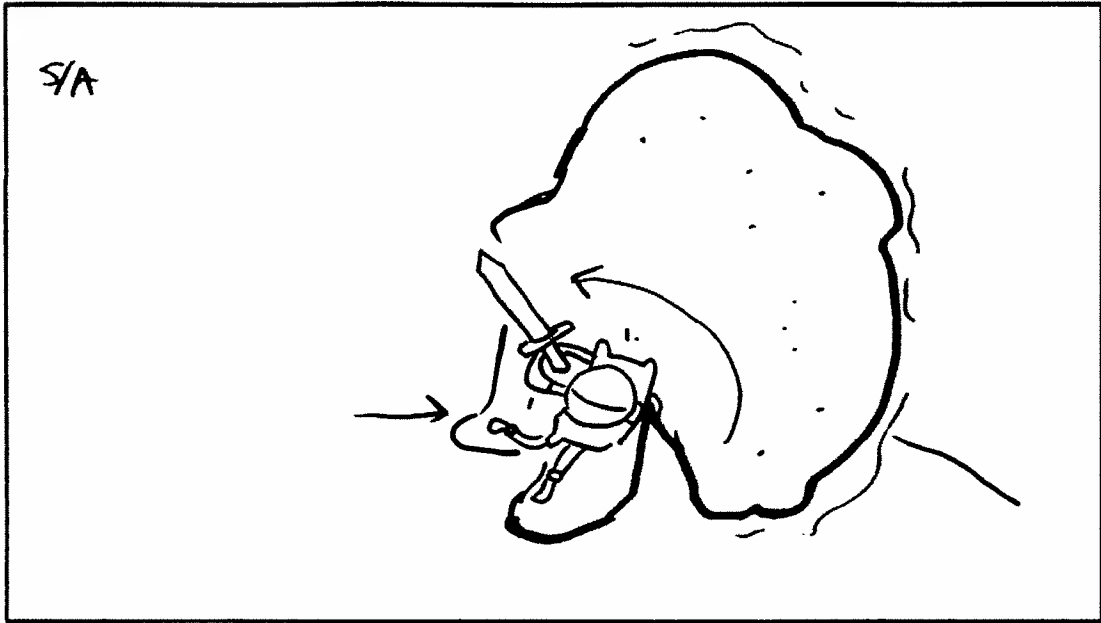


Sc. 66

Pnl. B

Bg.

day night



Dialog:

F / RAHHH

Action:

-FINN RUNS ON/S.

-WRECKAGE OF CHANDELIER LIES ON FLOOR.

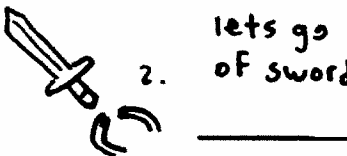


F / UNN!

SFX: * VMMM *

- FINN JUMPS AND SWINGS SWORD,
PASSING THROUGH HOLOGRAM

Timing:

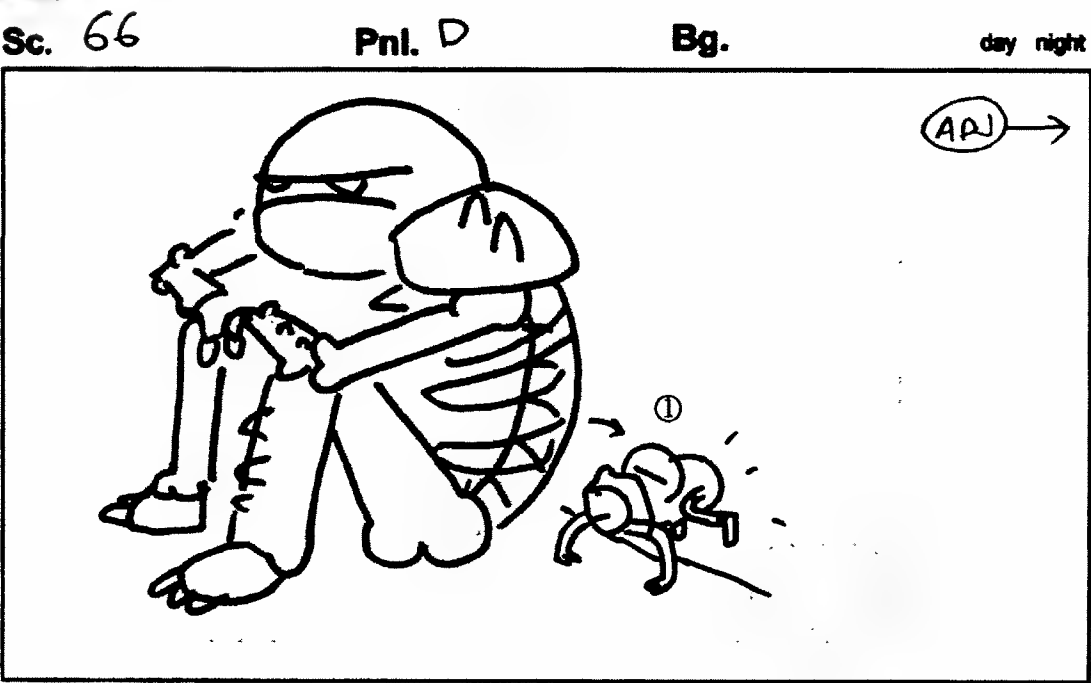
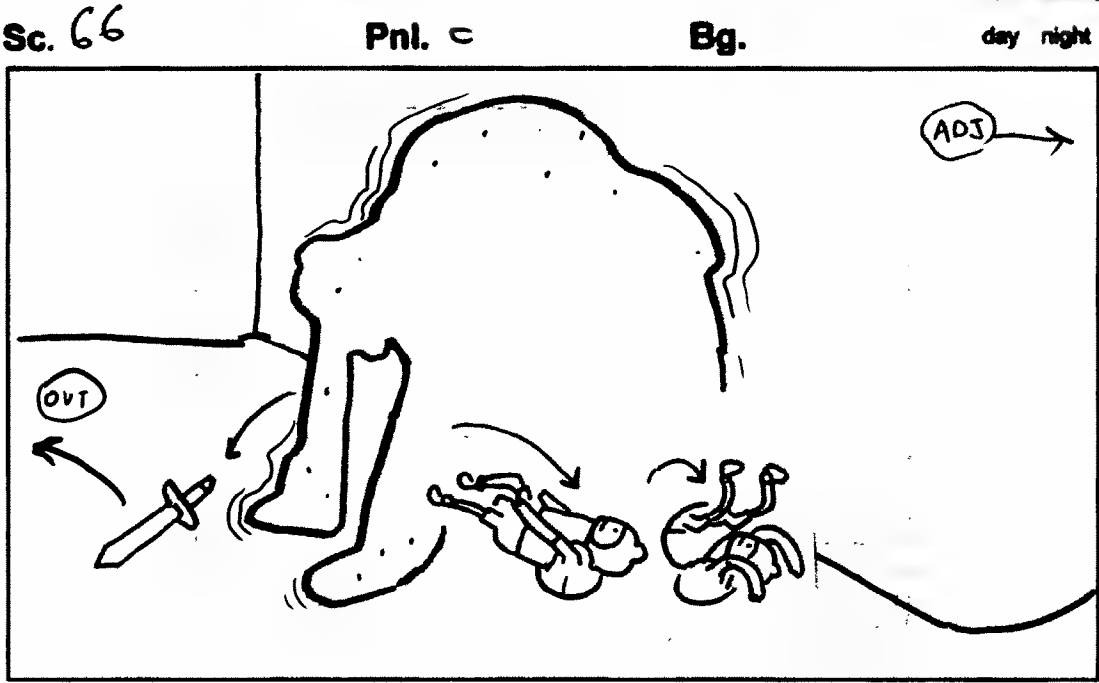
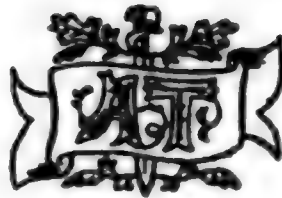



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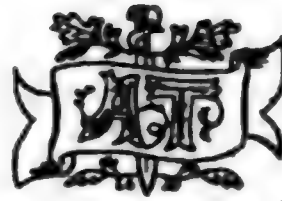
ADVENTURE TIME



| | | | |
|---------|--|---|-------------------------------|
| Dialog: | | | |
| F/ OOF! | | | |
| Action: | - SWORD BOUNCES O/S WEST - FINN lands on his back and does a cool roll | - FINN'S BUTT HITS WALL. - FINN'S LEGS SWING FORWARD | Finn looks up at hologram. |
| Timing: | - ADJ W/ FINN. |  | |

EPISODE # 1014-116 Production :

ADVENTURE TIME



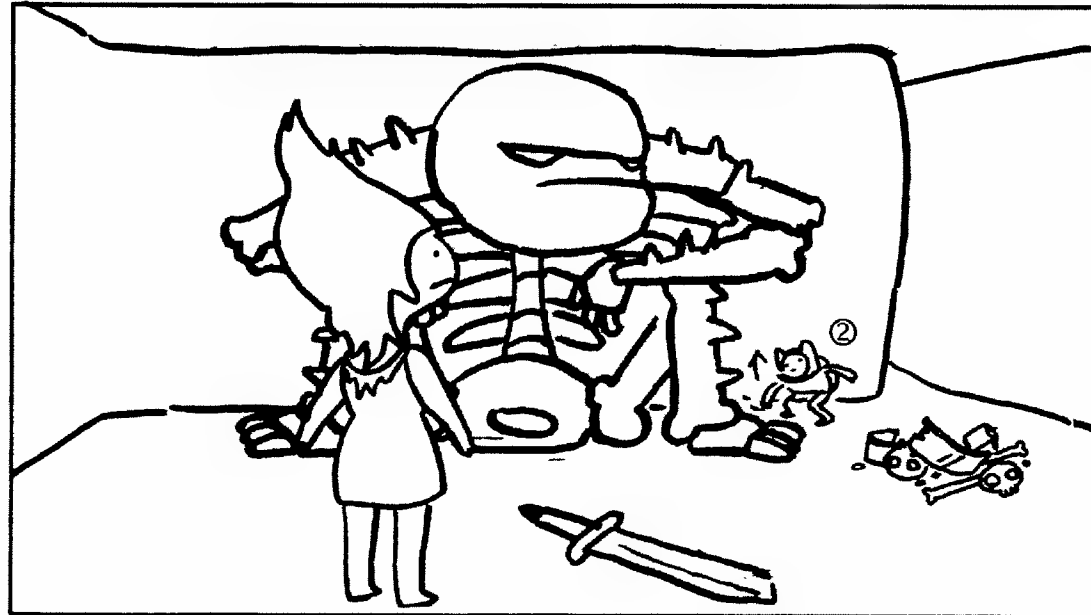
Page 124

Sc. 67

Pnl. A

Bg.

day night

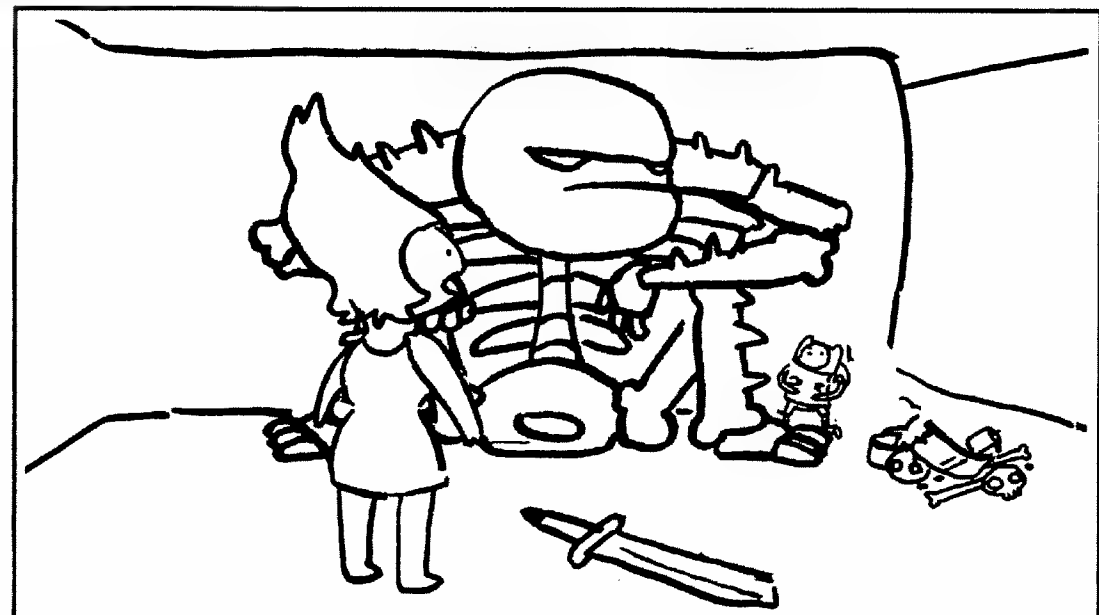


Sc. 67

Pnl. B

Bg.

day night



Dialog:

F/HMMMM.

3. FP/ ARE YOU OK ?

Action:

-FINN STANDS UP.



1. Finn crosses to FP, dusting himself off



Finn quickly karate chops hologram as he passes

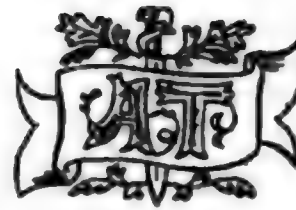
Timing:

EPISODE # 1014-116

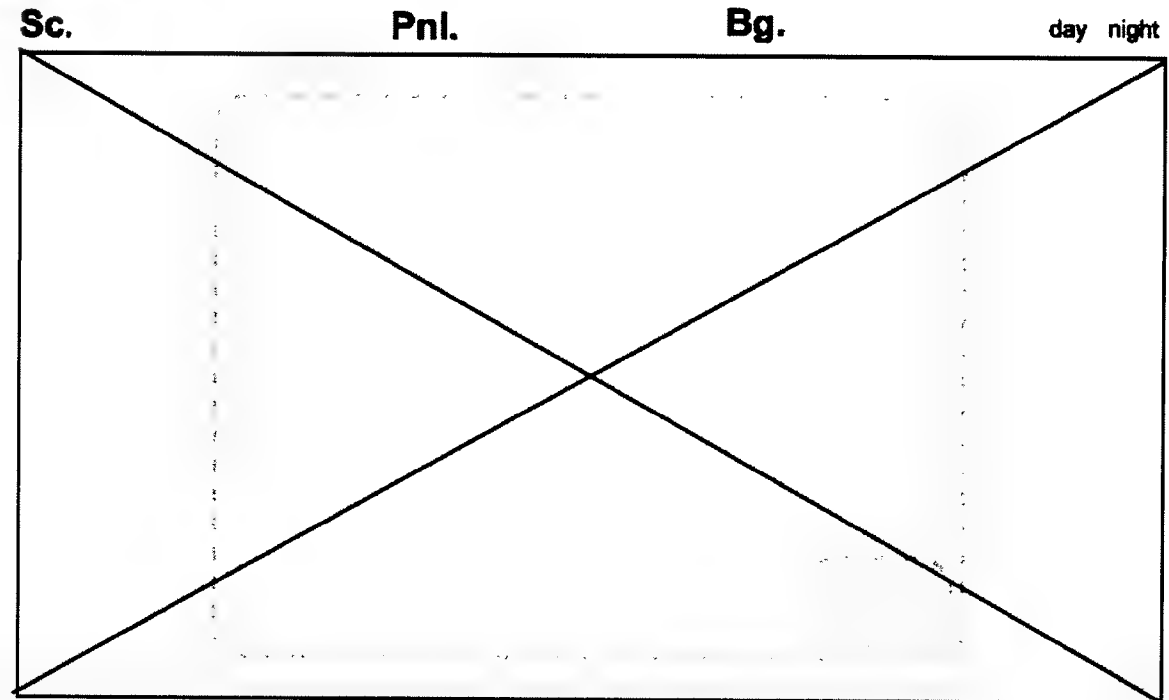
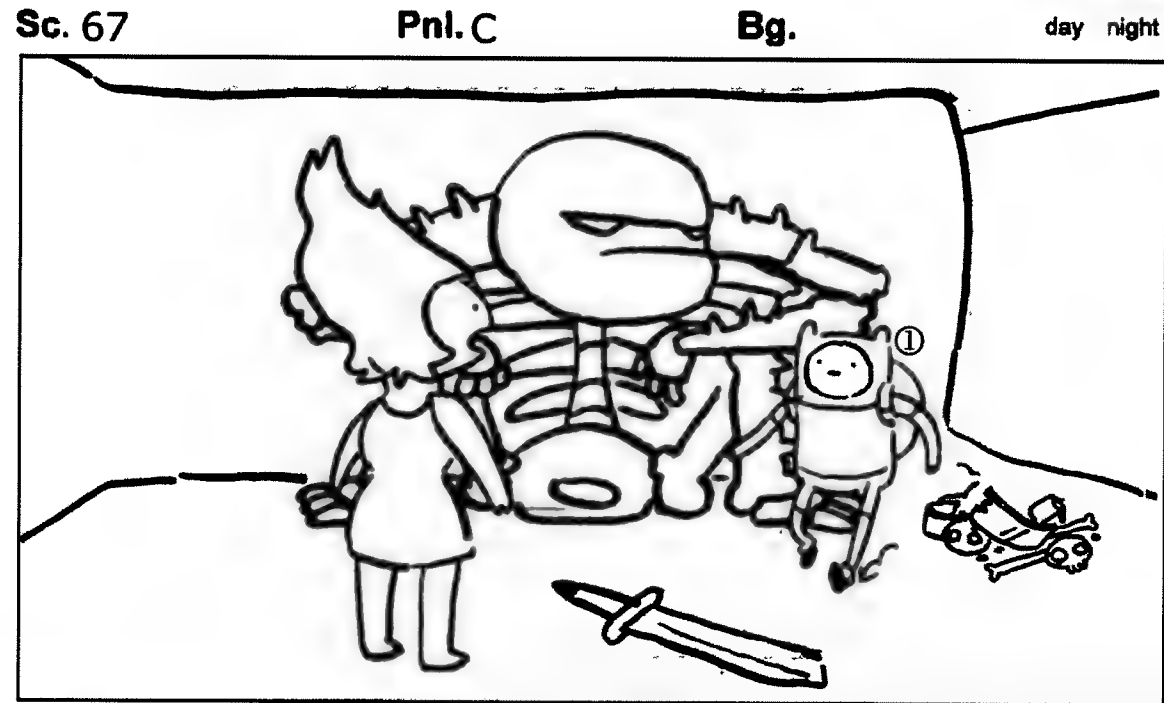
Production :

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ADVENTURE TIME



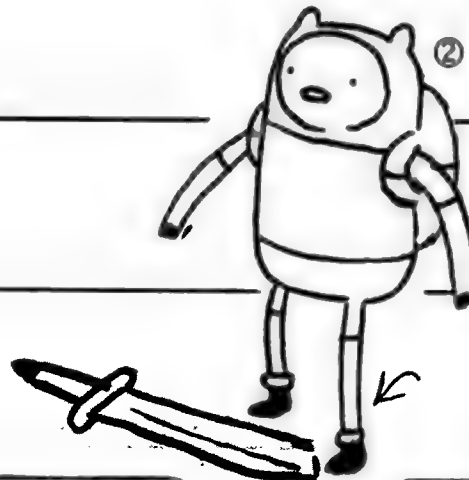
Page 124a



Dialog:

Action:

Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME

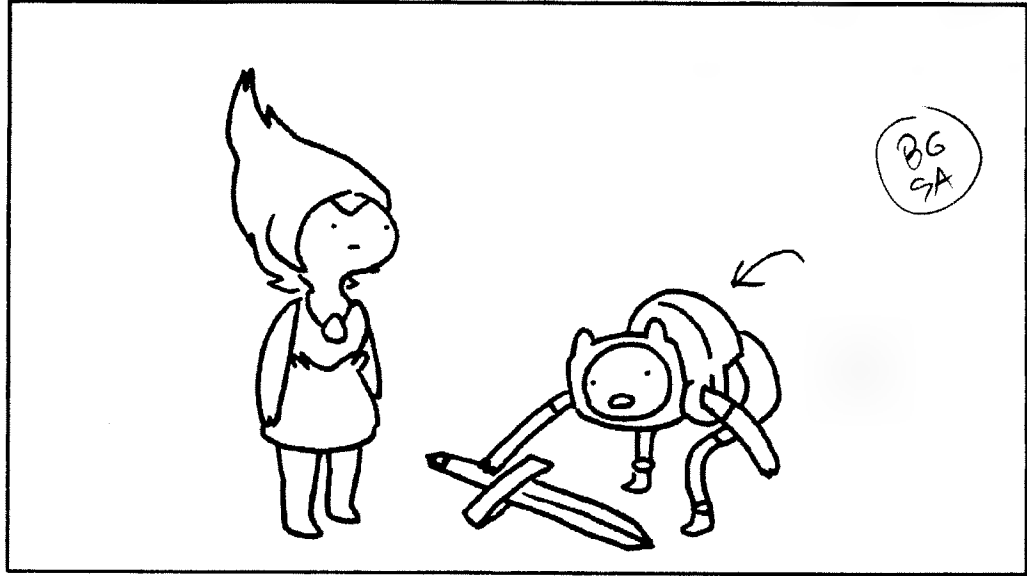


Sc. 67

Pnl. D

Bg.

day night

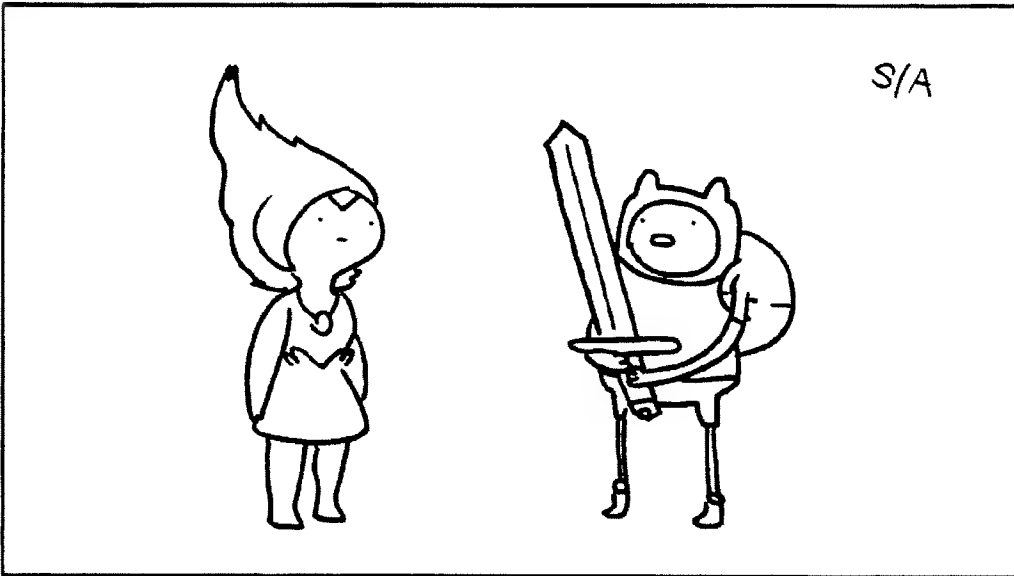


Sc. 67

Pnl. E

Bg.

day night



Dialog:

F / YEAH , I'm GOOD.

F / IT'S A HOLOGRAM

Action:

-FINN REACHES FOR SWORD

-FINN STANDS UP,

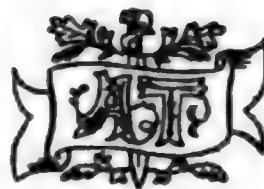
Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME



no Sc. 68

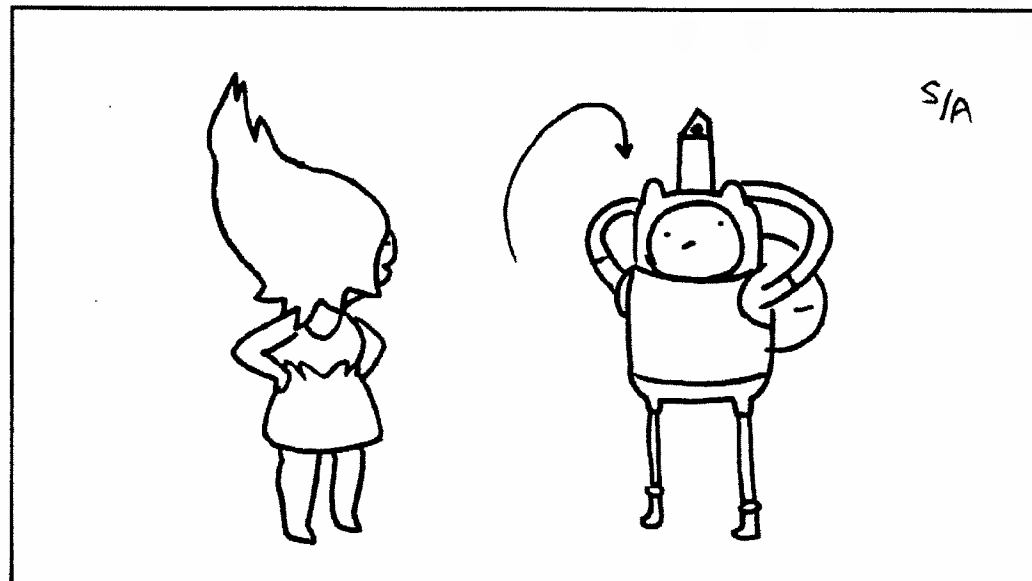
Page 126

Sc. 67

Pnl. F

Bg.

day night

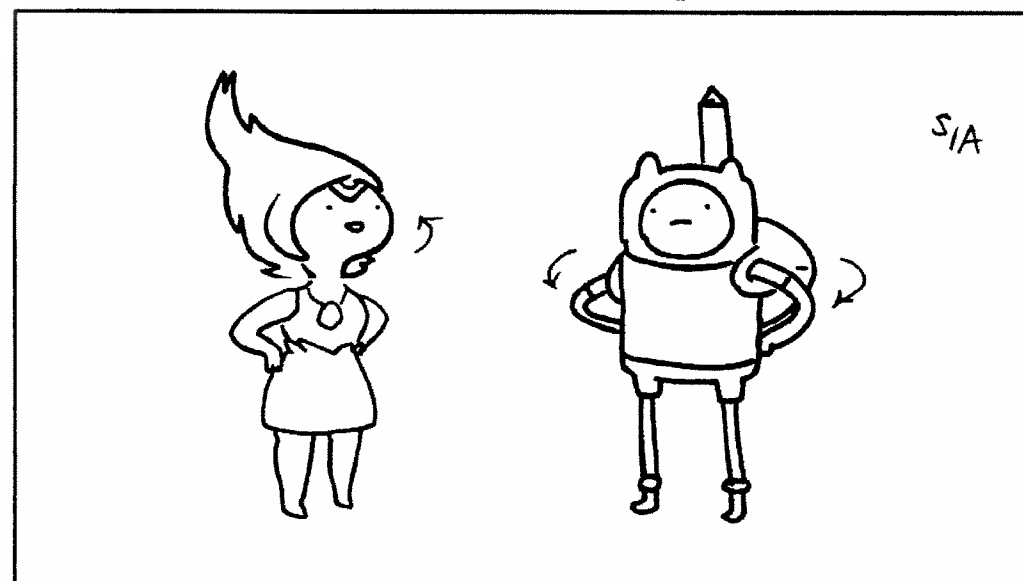


Sc. 67

Pnl. G

Bg.

day night



Dialog:

FP / OH. NEAT.

FP / SO, AH SHOULD WE KEEP GOING?

Action:

-FINN PUTS AWAY SWORD.

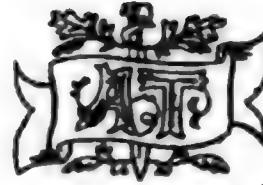
Timing:

EPISODE# 1014-116

Production :

no Sc. 68

ADVENTURE TIME



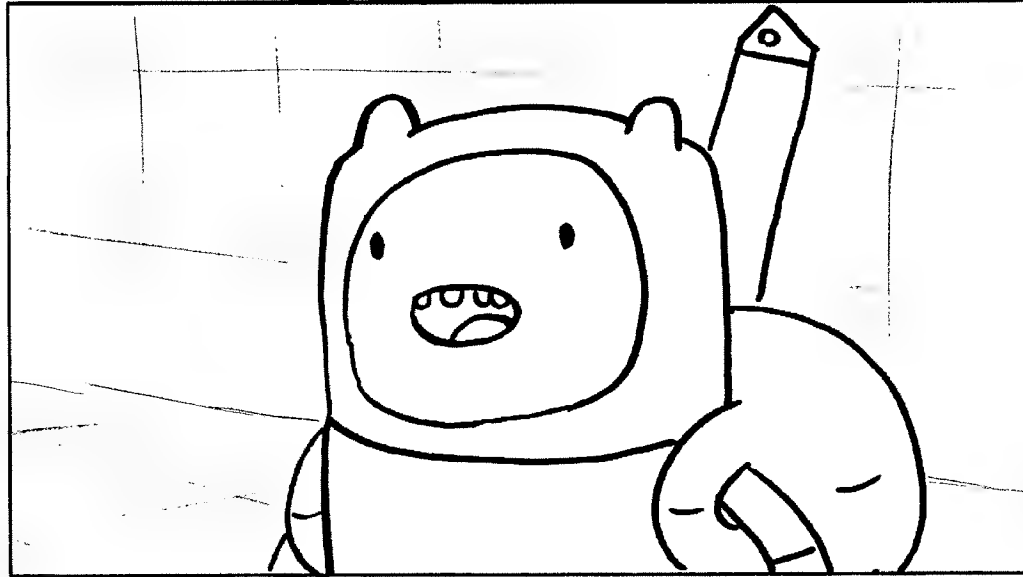
Page 127

Sc. 69

Pnl. A

Bg.

day night

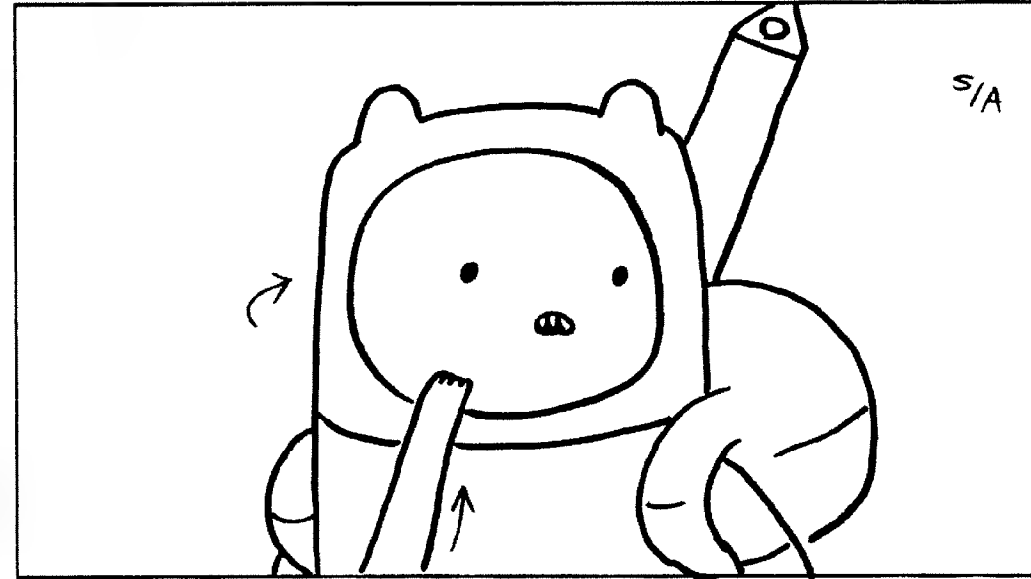


Sc. 69

Pnl. B

Bg.

day night



Dialog:

F / YEAHHH...

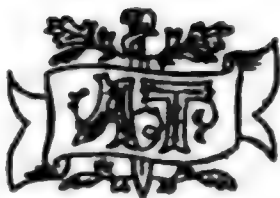
F / ALTHOUGH IT DOES
RAISE THE QUESTION...

Action:

Timing:

EPISODE # 1014-116

Production :



ADVENTURE TIME

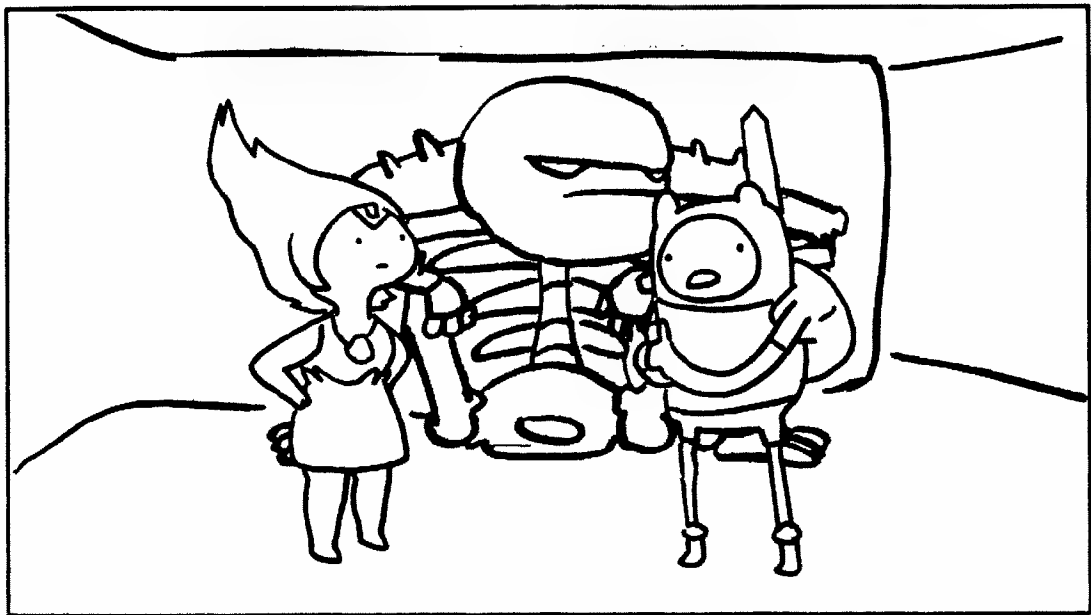
Page 128

Sc. 70

Pnl. A

Bg.

day night

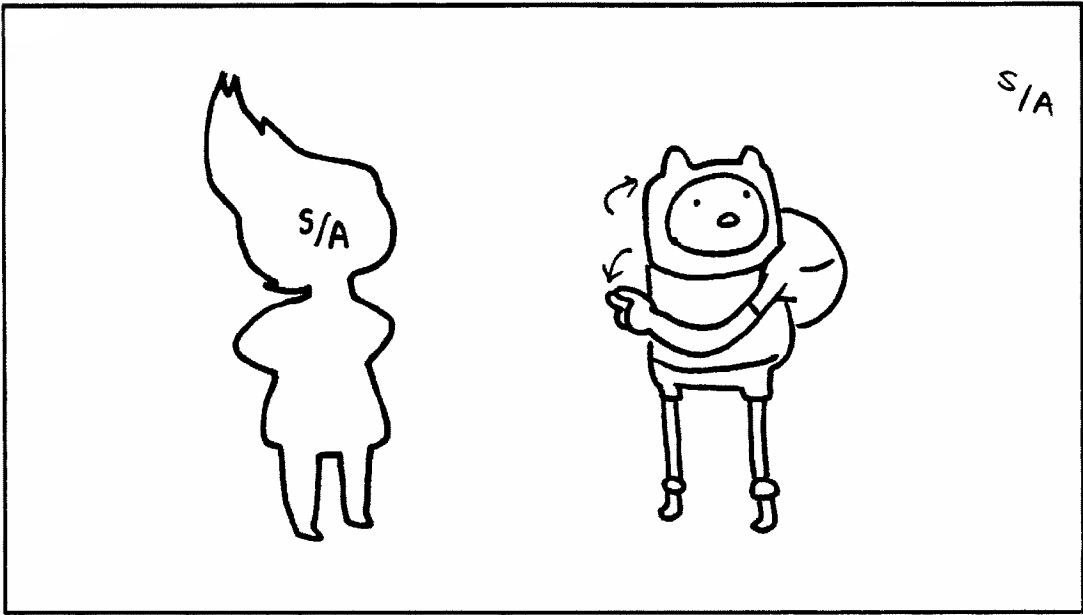


Sc. 70

Pnl. B

Bg.

day night



Dialog:

F / WHY WOULD SOMEONE GO THROUGH
THE TROUBLE OF SETTING UP
A HOLOGRAM...

F / UNLESS...

Action:

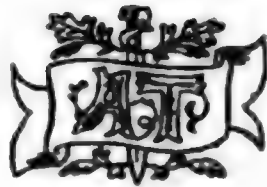
-FINN PUSHES HIS INDEX FINGERS TOGETHER.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



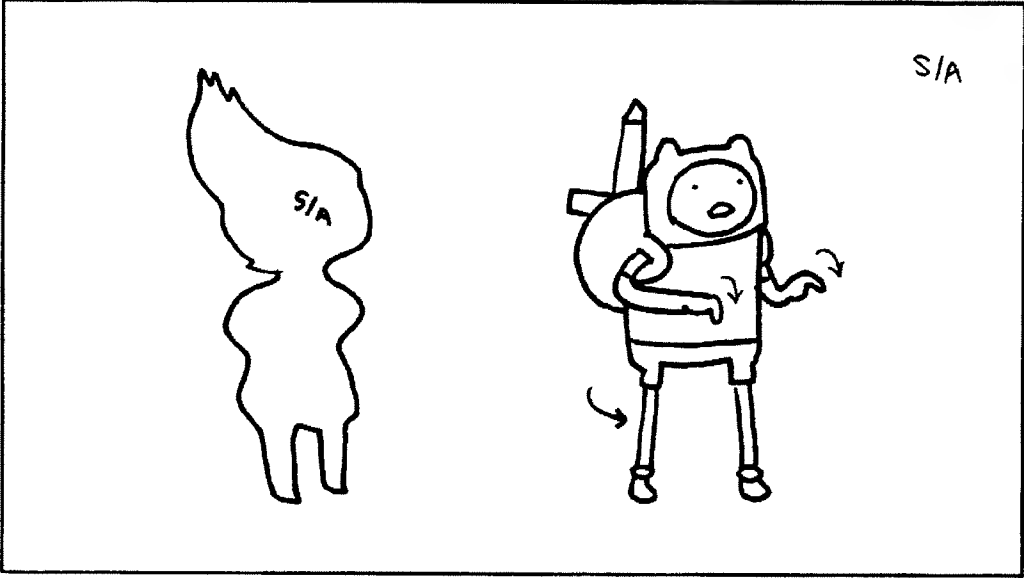
Page 129

Sc. 70

Pnl. C

Bg.

day night

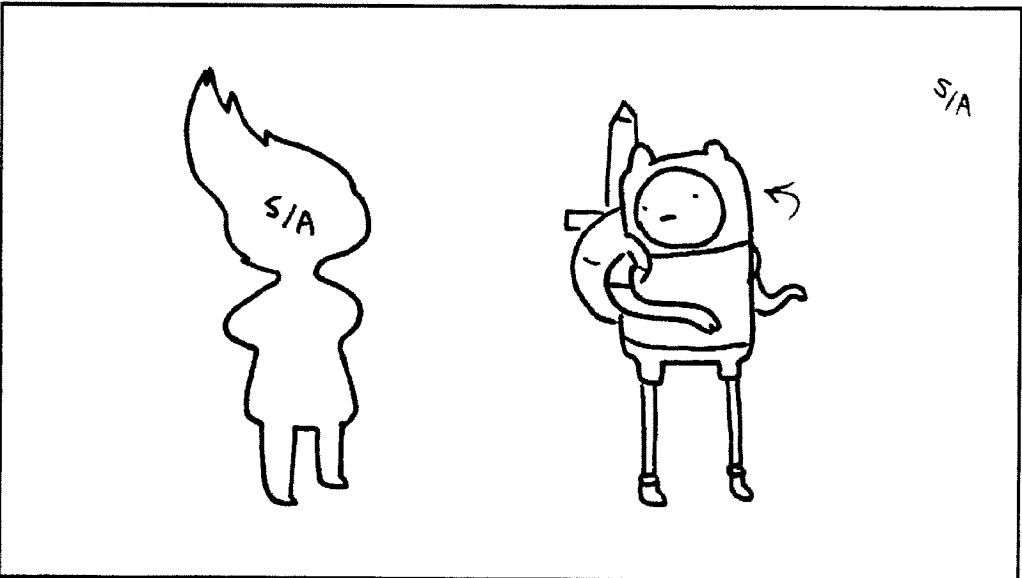


Sc. 70

Pnl. D

Bg.

day night



Dialog:

F/... THEY'VE HIDDEN
SOMETHING .. IN THIS ROOM.

Action:

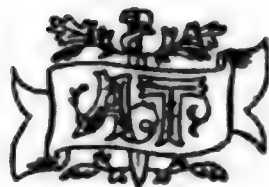
Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME




Sc. 70 Pnl. E Bg. day night

S/A

Sc. 70 Pnl. F Bg. day night

S/A

| | | |
|---------|-------------------------------------|--|
| Dialog: | | |
| Action: | - FINN DROPS TO THE GROUND. | |
| | - Finn feeling around on the ground |  looking for secret hiding spot |
| Timing: | | |

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 131

Sc. 70

Pnl. G

Bg.

day night



Sc. 70

Pnl. H

Bg.

day night



Dialog:

Action:

-FP TURNS

CAM
ADJ



ADJ w/ ACTION



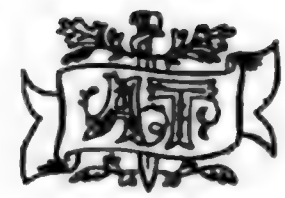
Timing:

EPISODE # **1014-116**

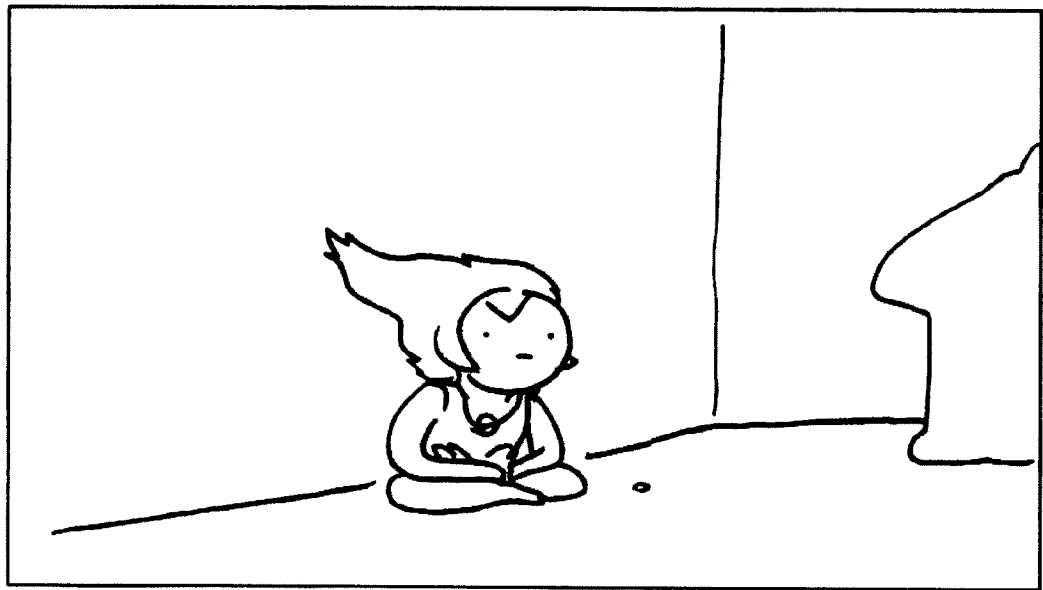
Production :

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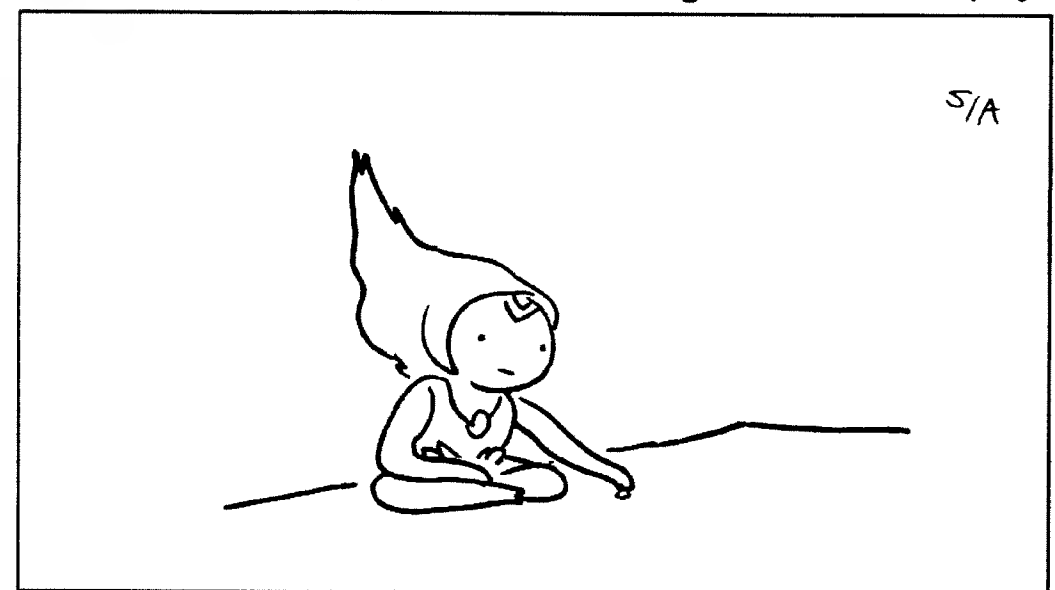
ADVENTURE TIME



Sc. 70 Pnl. I Bg. day night



Sc. 70 Pnl. J Bg. day night



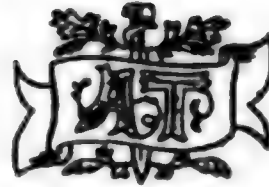
| | |
|-----------------|--------------------------|
| Dialog: | |
| 1. FP/(SIGH) | |
| Action: | 2. |
| -FP SITS DOWN | -FP notices small pebble |
| | -FP grabs it |
| Timing: | |



EPISODE # 1014-116

Production :

ADVENTURE TIME



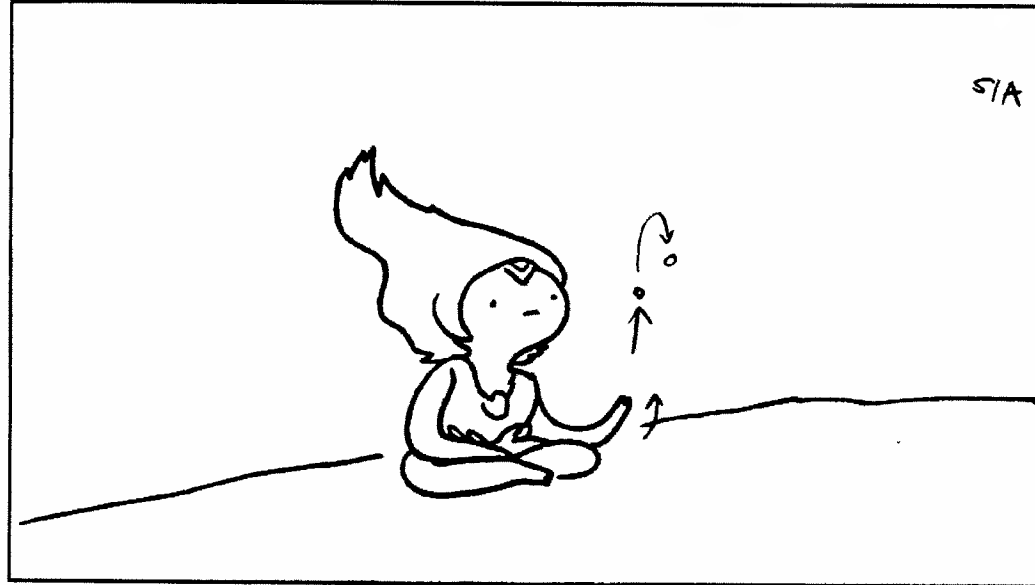
Page 133

Sc. 70

Pnl. K

Bg.

day night

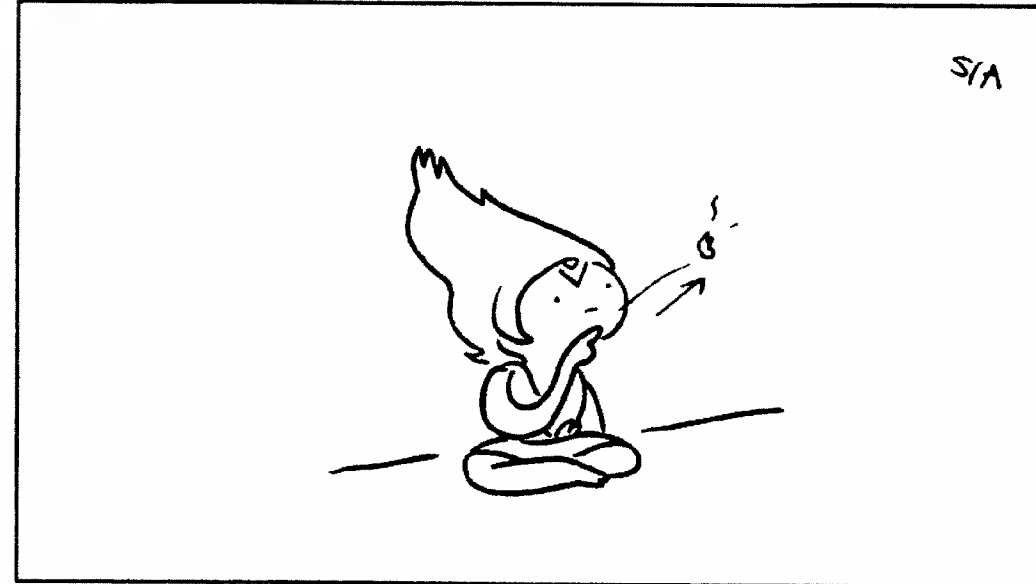


Sc. 70

Pnl. L

Bg.

day night



Dialog:

SFX < zot! >

Action:

-FP tosses it in the air

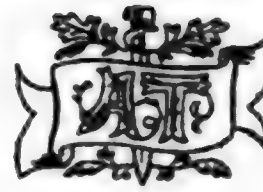
-FLAME DART hits it with fire blast

Timing:

EPISODE # 1014-116

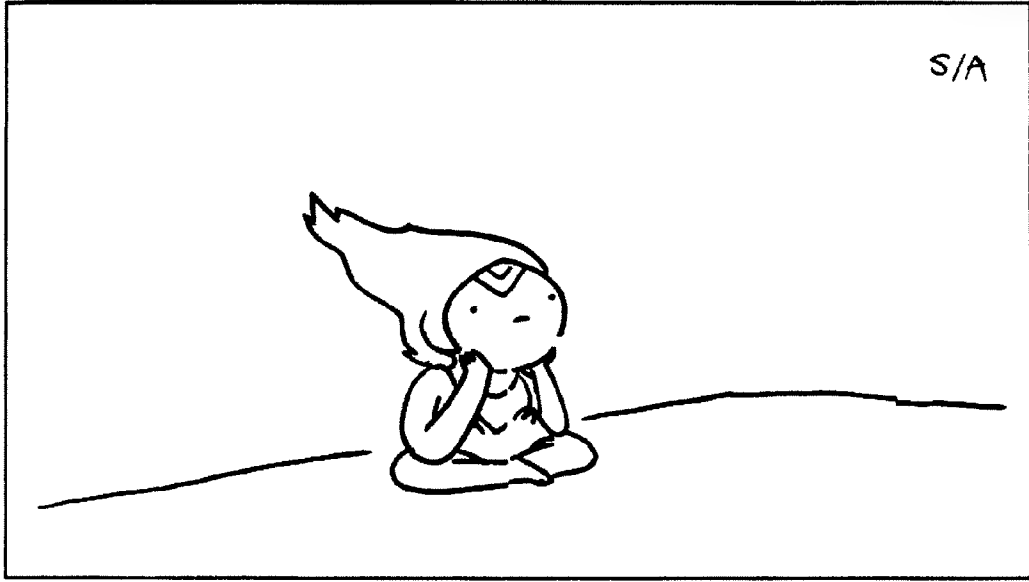
Production :

ADVENTURE TIME

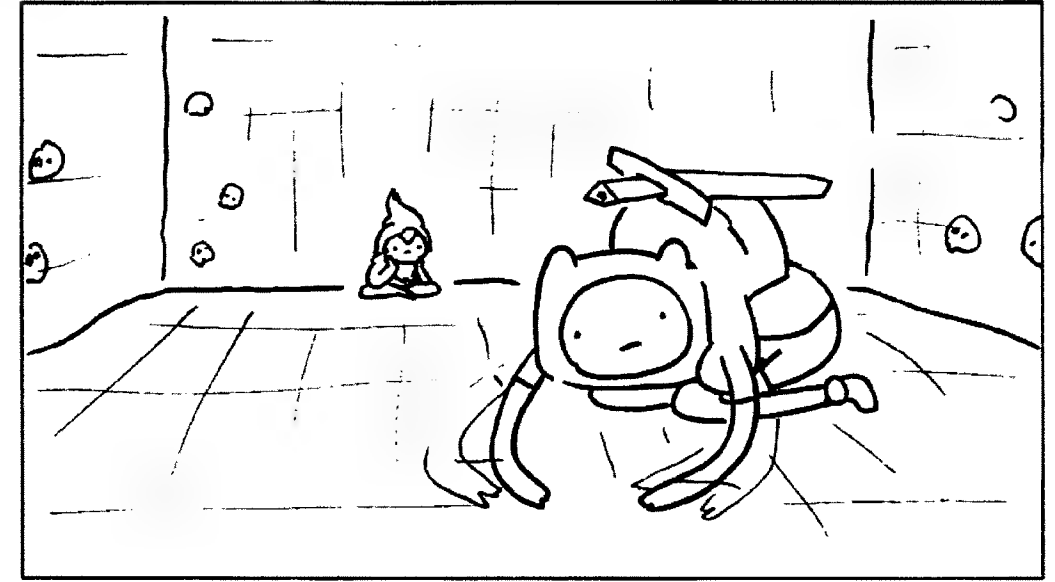


Page 134

Sc. 70 Pnl. M Bg. day night



Sc. 71 Pnl. A Bg. day night



| |
|---------|
| Dialog: |
| Action: |
| Timing: |



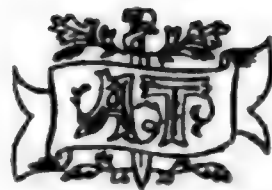
EPISODE # 1014-116

Production :

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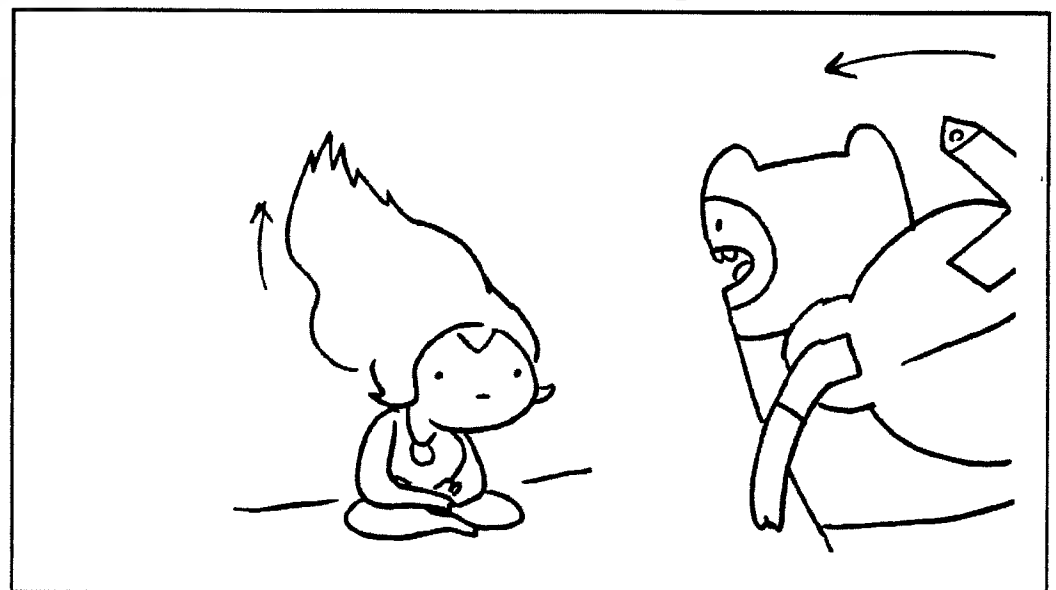
ADVENTURE TIME



Sc. 72 Pnl. A Bg. day night





Sc. 72 Pnl. B Bg. day night



Dialog:

F/ HEY WAKE UP!

Action: -FP SITS WITH HER EYES CLOSED. -FINN STEPS ON/S.

Timing:


EPISODE # 1014-116

Production :

ADVENTURE TIME



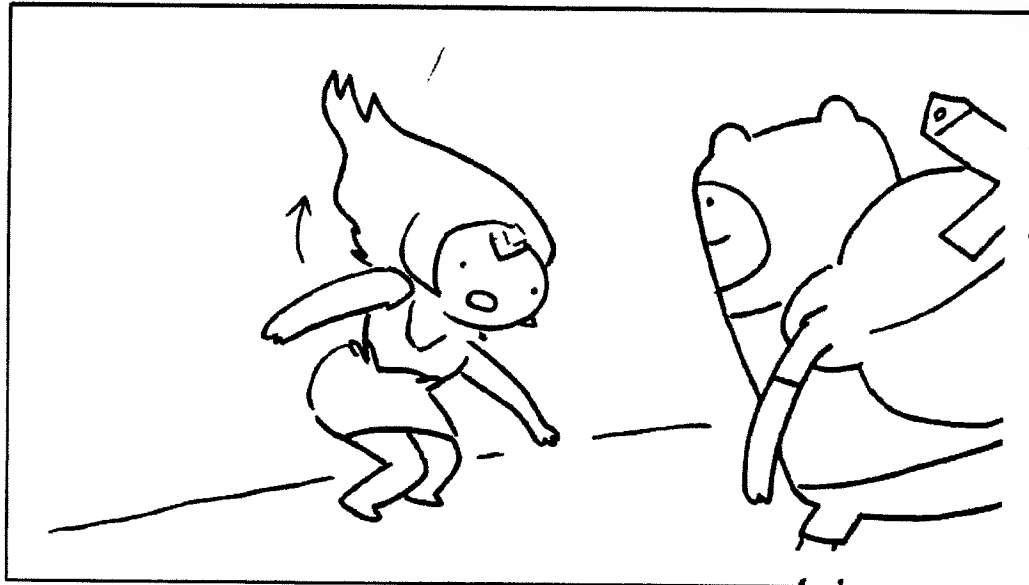
Page 136

Sc. 72

Pnl. C

Bg.

day night

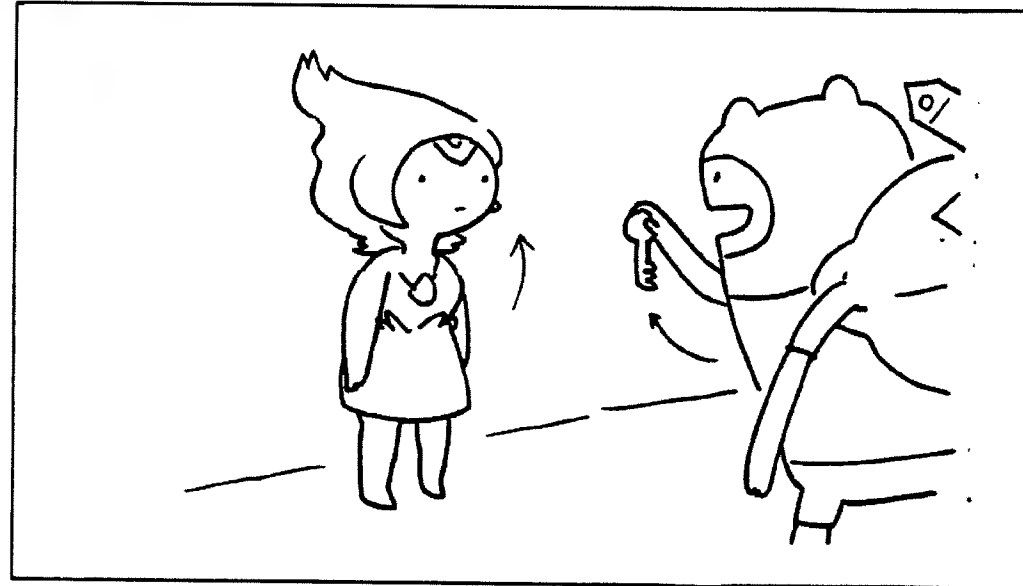


Sc. 72

Pnl. D

Bg.

day night



EPISODE # 1014-116

Dialog:

FP / I WAS MEDITATING

F / LOOK WHAT I
FOW - OWND

Action:

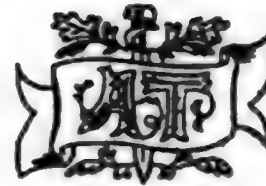
- FP stands

- FINN HOLDS UP KEY.

Timing:

Production :

ADVENTURE TIME



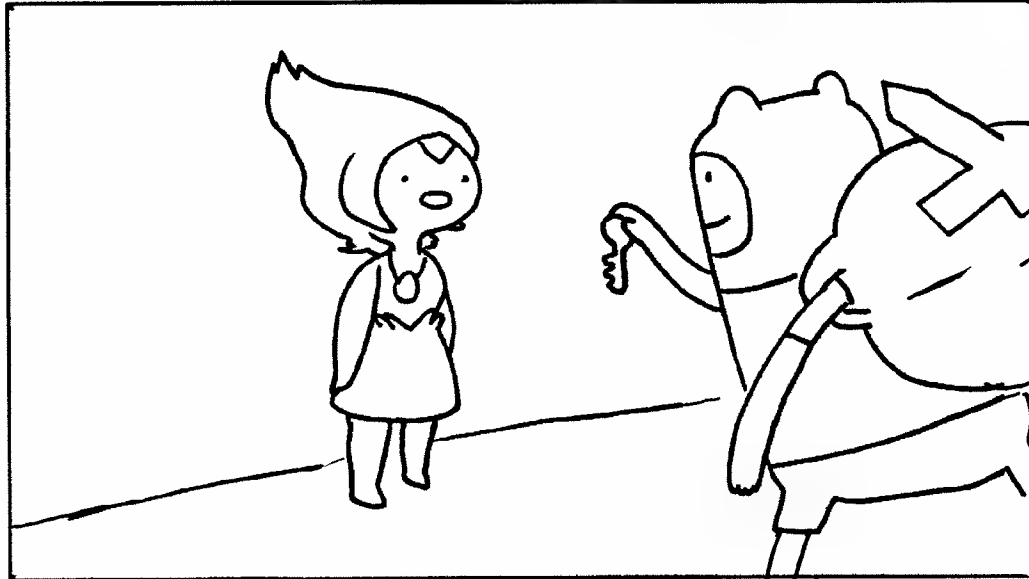
Page 137

Sc. 72

Pnl. E

Bg.

day night

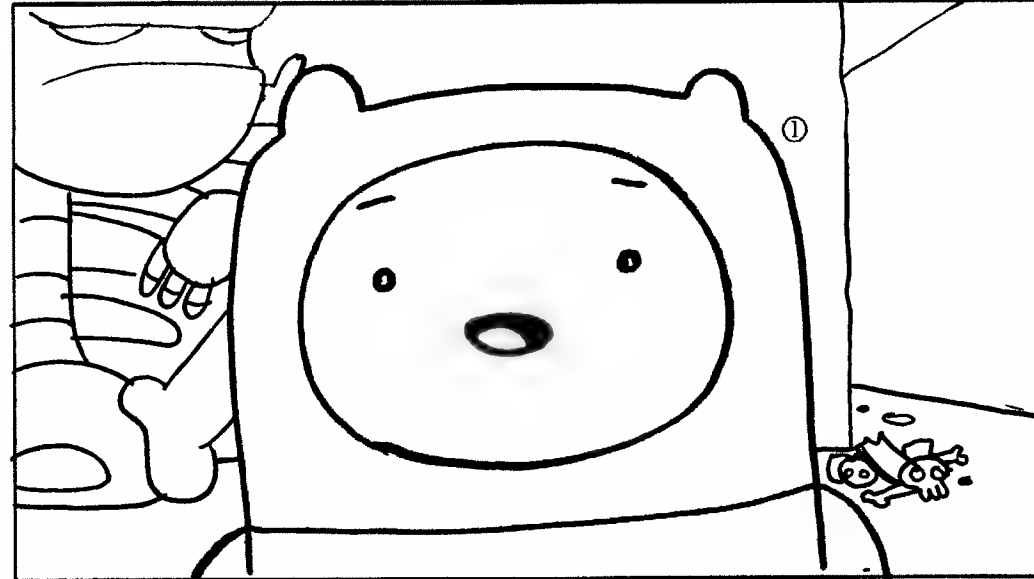


Sc. 73

Pnl. A

Bg.

day night

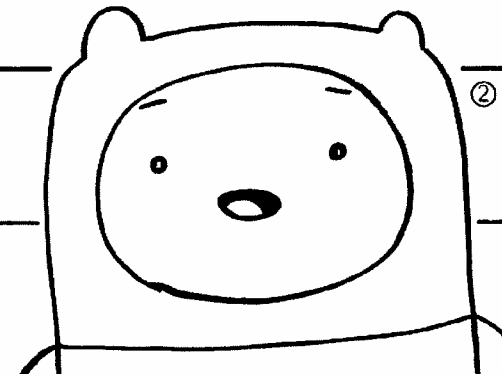


Dialog:

FP/ A KEY.

Action:

Timing:

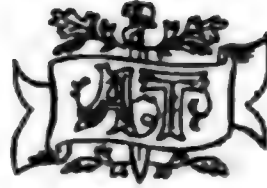


Finn is
like, "Eh?"

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 138

Sc. 74

Pnl. A

Bg.

Wall

day night



Sc. 74

Pnl. B

Bg.

day night



Dialog:

FP / WE HAVE TO
GO BACK ?

Action:

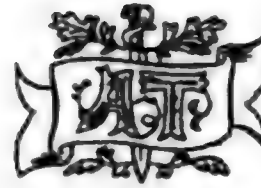
- FP is like, "huh?"

Timing:

EPISODE# 1014-116

Production :

ADVENTURE TIME



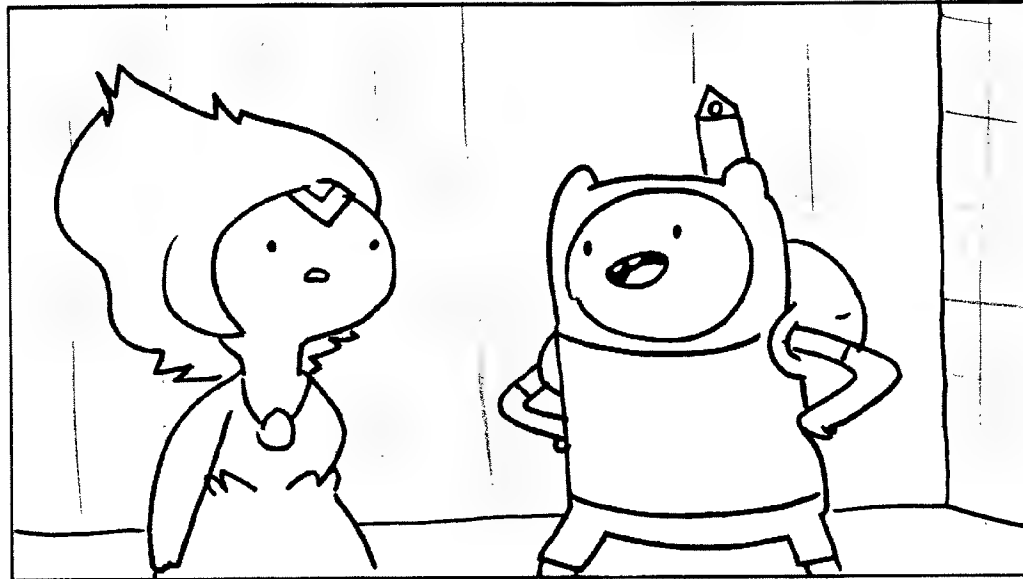
Page 139

Sc. 75

Pnl. A

Bg.

day night

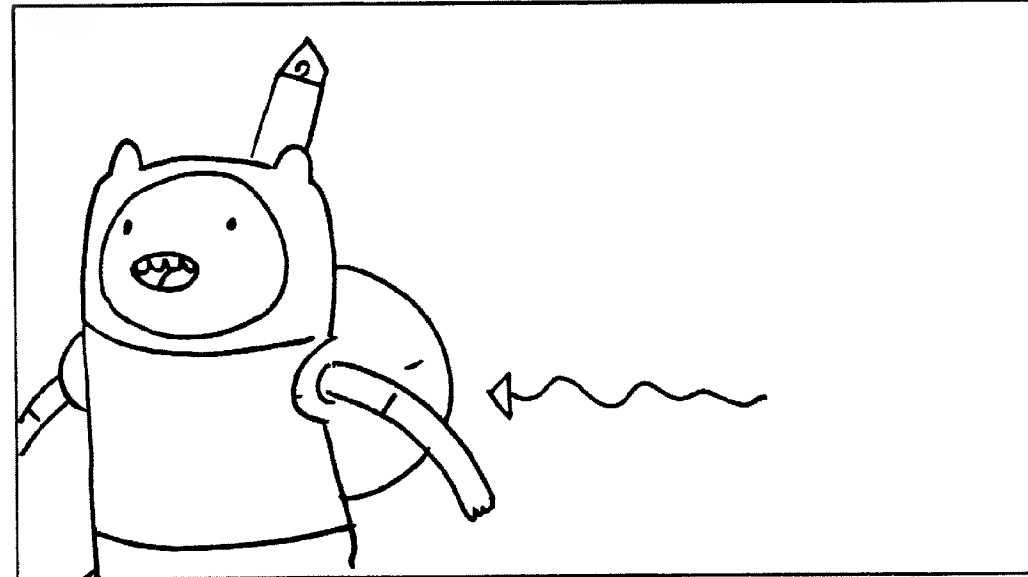


Sc. 75

Pnl. B

Bg.

day night



Dialog:

F/ WE DON'T HAVE TO
WE GET TO. COME ON!

Action:

- Finn takes off

← ADJ

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



Sc. 7S

Pnl. C

Bg.

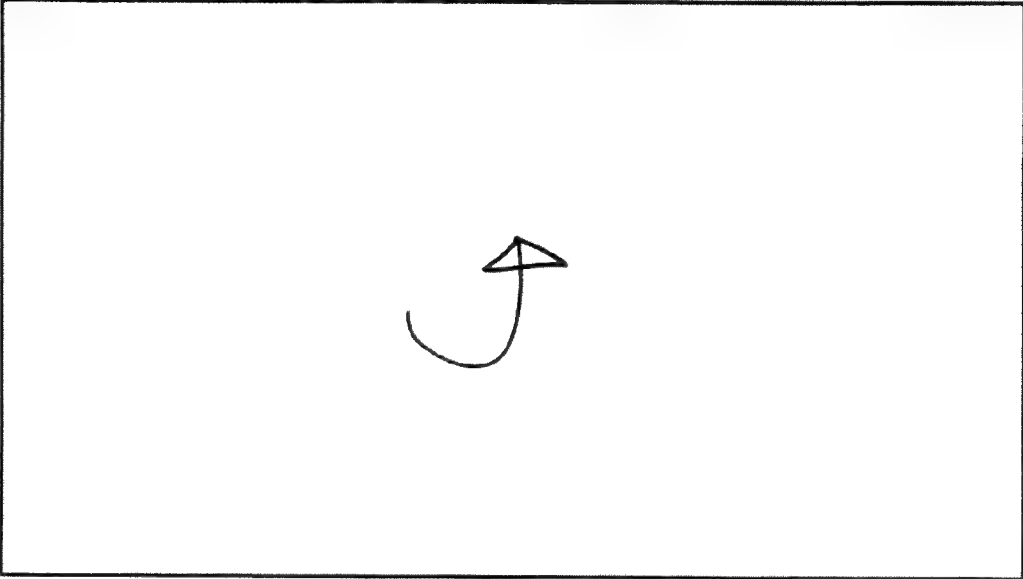
day night

Sc.

Pnl. in

Bg.

day night



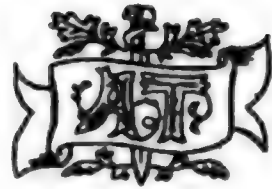
| |
|---------|
| Dialog: |
| Action: |
| Timing: |

WIPE

EPISODE # 1014-116

Production :

ADVENTURE TIME

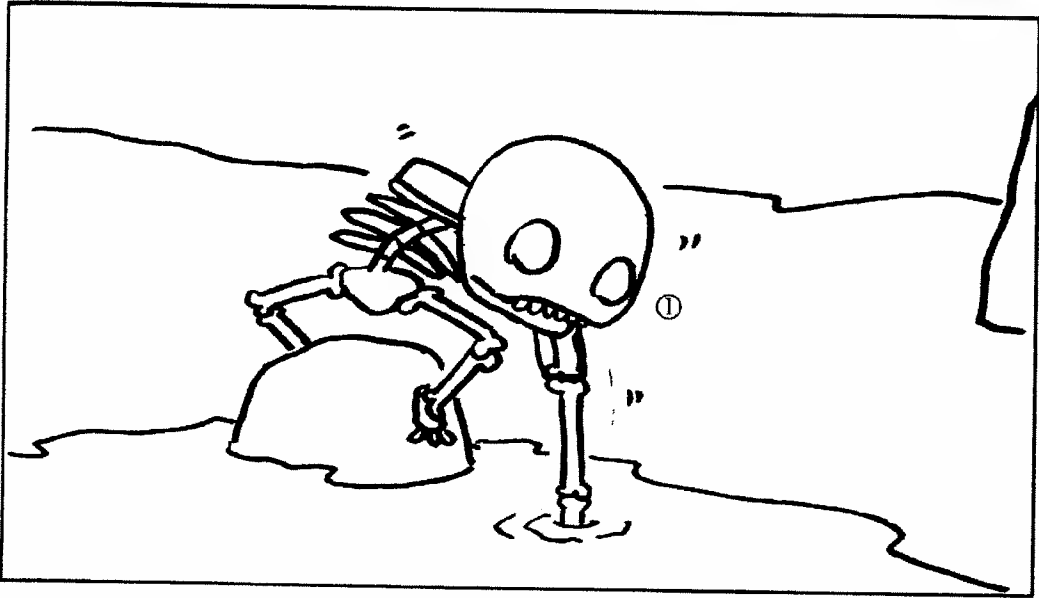


Sc. 76

Pnl. A

Bg.

day night

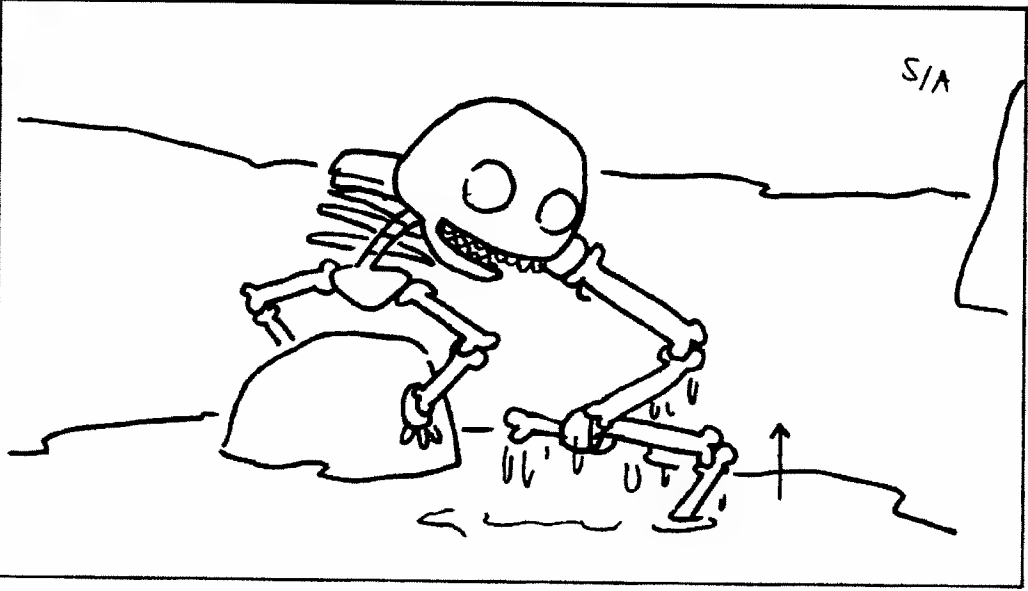


Sc. 76

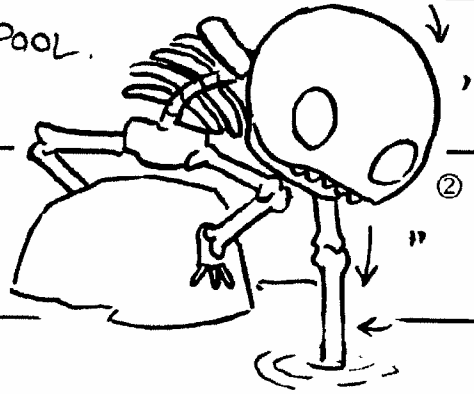
Pnl. B

Bg.

day night



| | |
|---------------------------|--------------------------------------|
| Dialog: | |
| <p><u>B/</u> AH HH...</p> | |
| Action: | - BONEY FEELS AROUND POOL. |
| Timing: | - BONEY PULLS OUT ARM/ FISHING POLE. |

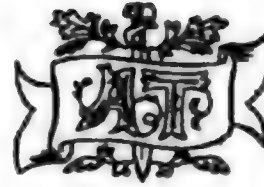


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Production :

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ADVENTURE TIME



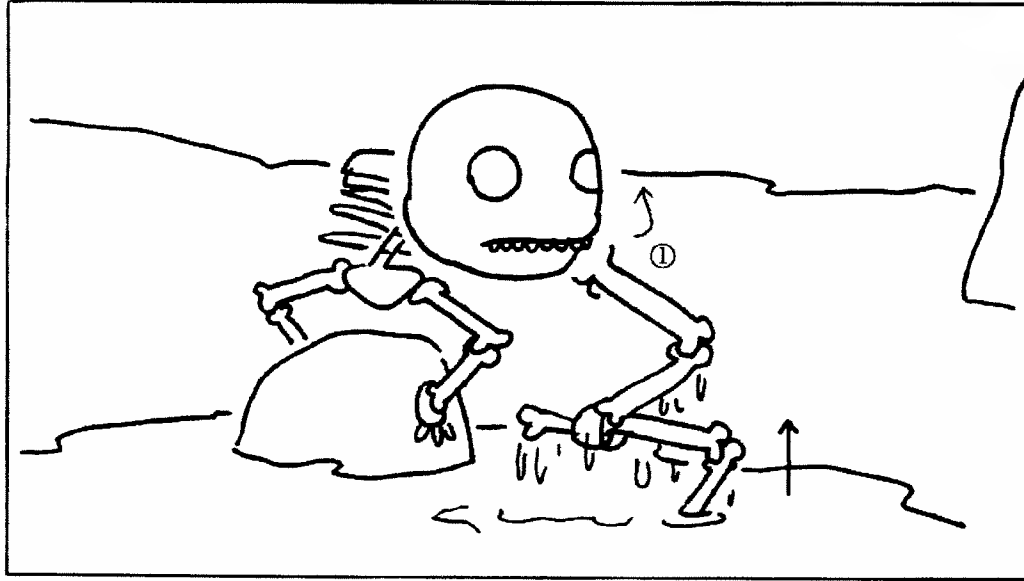
Page 142

Sc. 76

Pnl. C

Bg.

day night

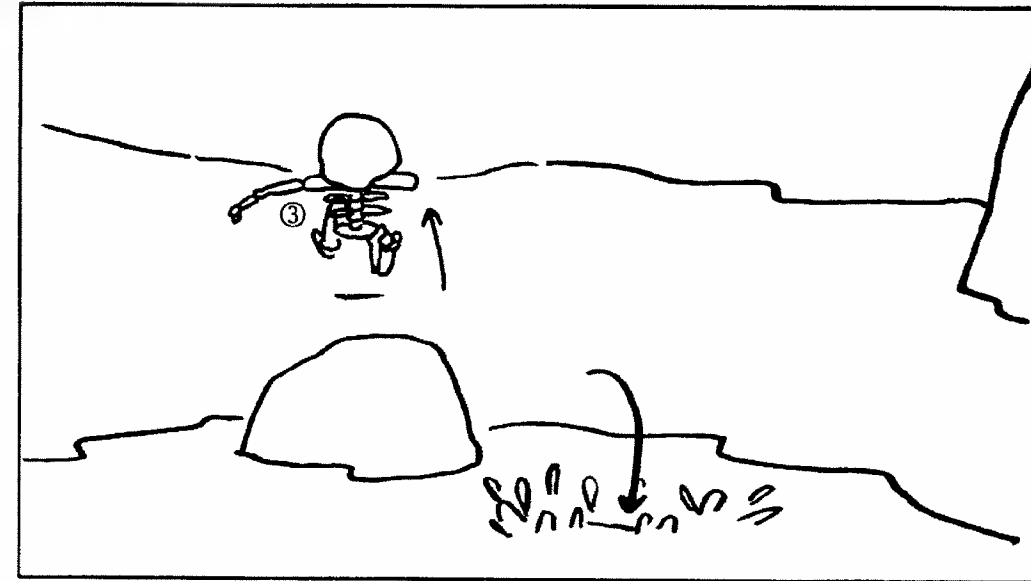


Sc. 76

Pnl. D

Bg.

day night



EPISODE # 1014-116

Dialog:

F / (OS) [♪] DUNGEON CRAWL ...

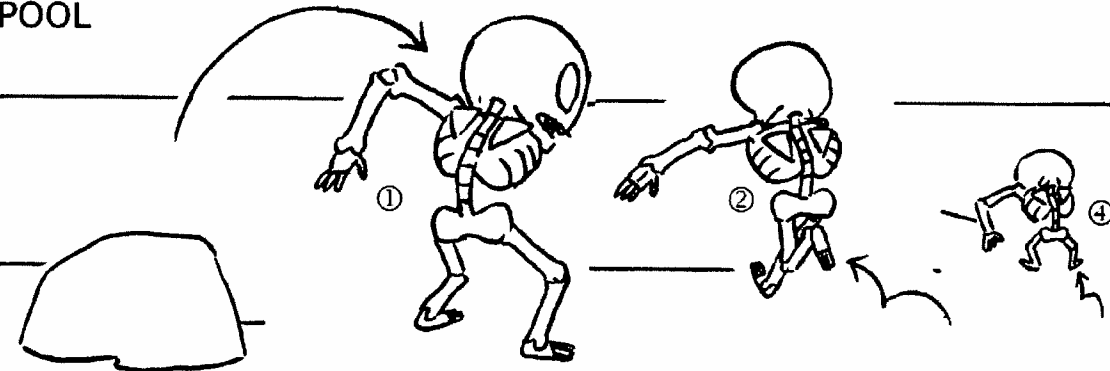
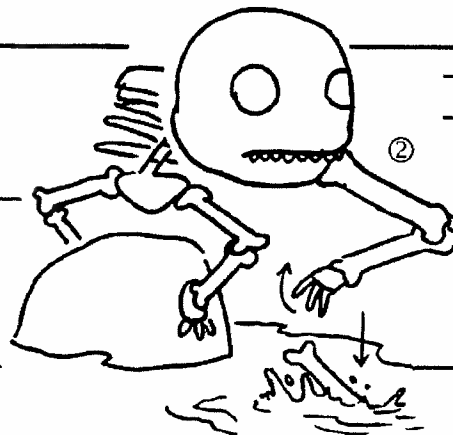
F / (OS) [♪] IS THE GREATEST CRAWL OF ALL ...

Action:

-BONEY DROPS ARM
-ARM DROPS INTO POOL

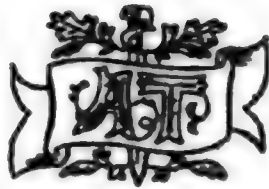
-BONEY HOPS OFF OF ROCK AND RUNS TOWARD WALL

Timing:



Production :

ADVENTURE TIME



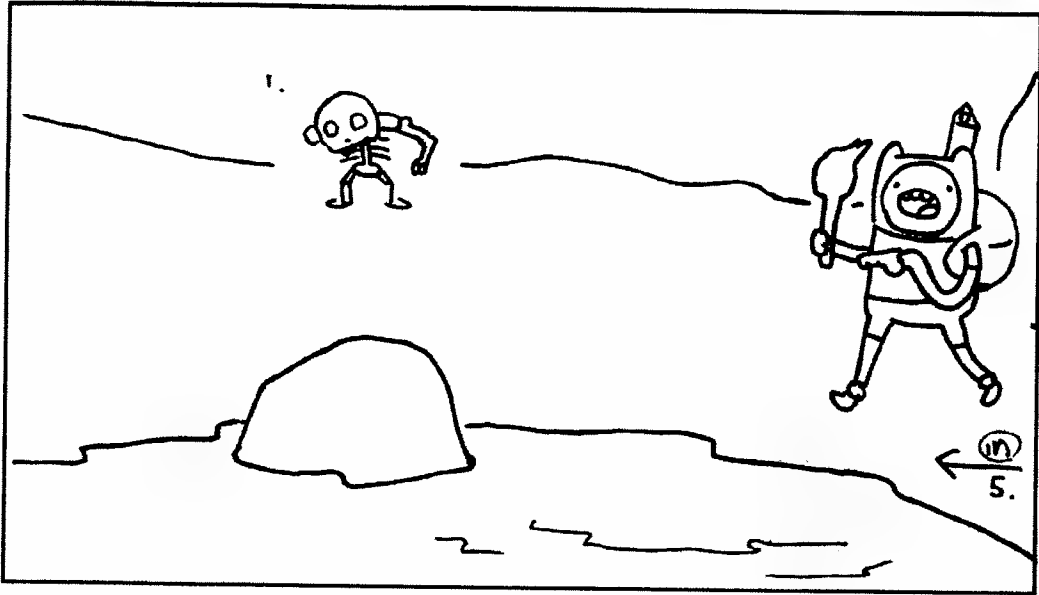
Page 143

Sc. 76

Pnl. E

Bg.

day night

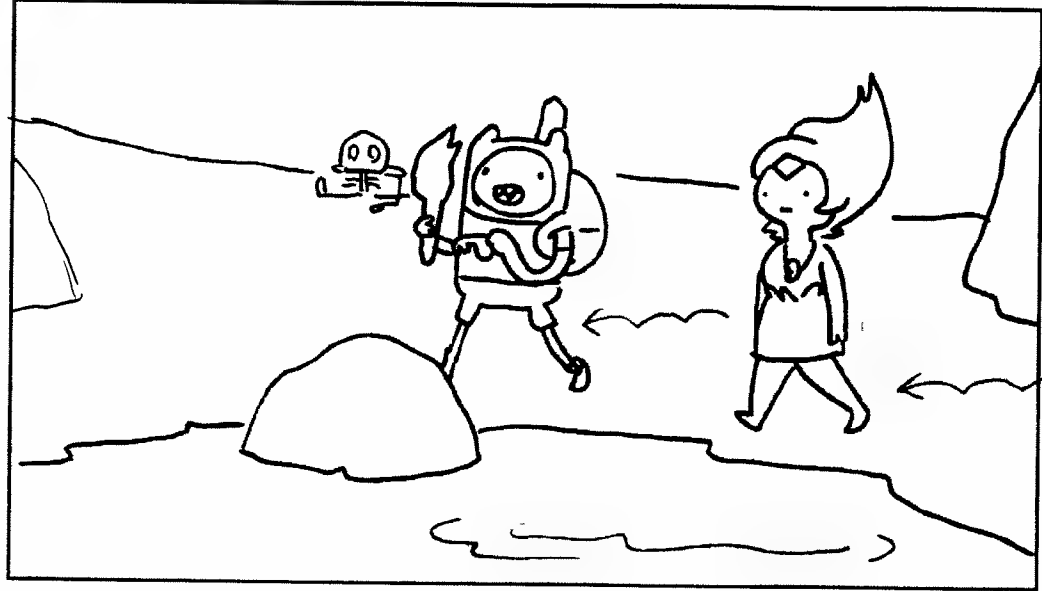


Sc. 76

Pnl. F

Bg.

day night



Dialog:

F/ no NO CRAWL'S TOO SMALL ..
B. (quickly) OW OW OW OW OW.

F/ no FOR A DUNGEON CRAWL ...

Action:



Timing:

looks at both feet
kicks out his left
then his right
starts to slide down, looking at Finn as he enters
keeps his eyes on them as they cross

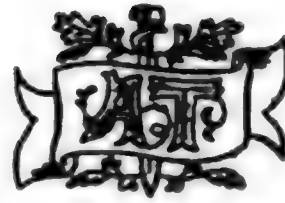


FP checks out the rippling water as she walks by

EPISODE# 1014-116

Production :

ADVENTURE TIME



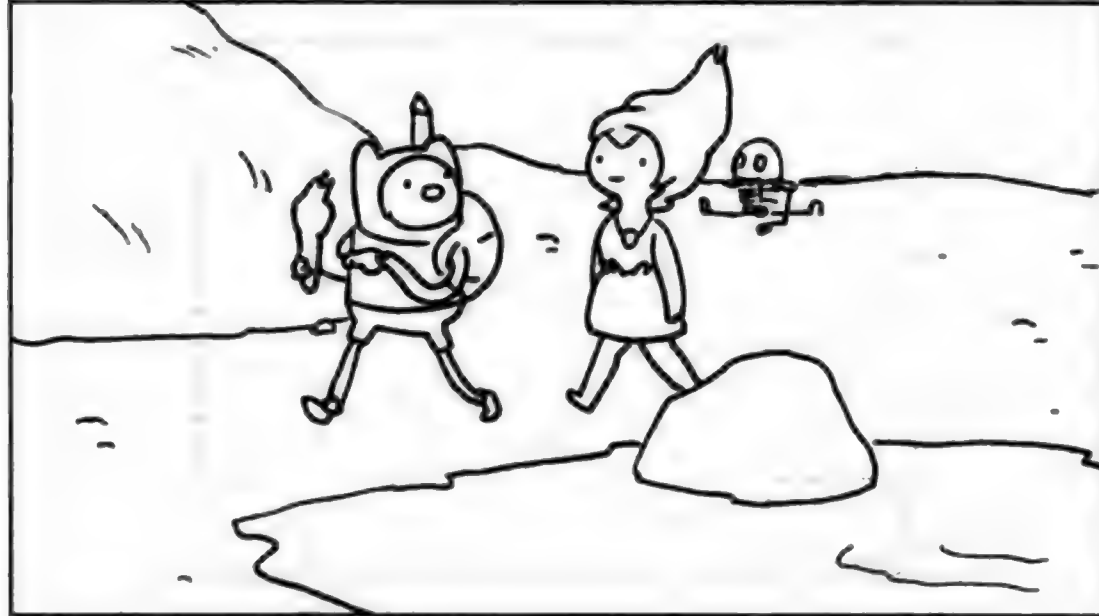
Page 144

Sc. 76

Pnl. 6

Bg.

day night

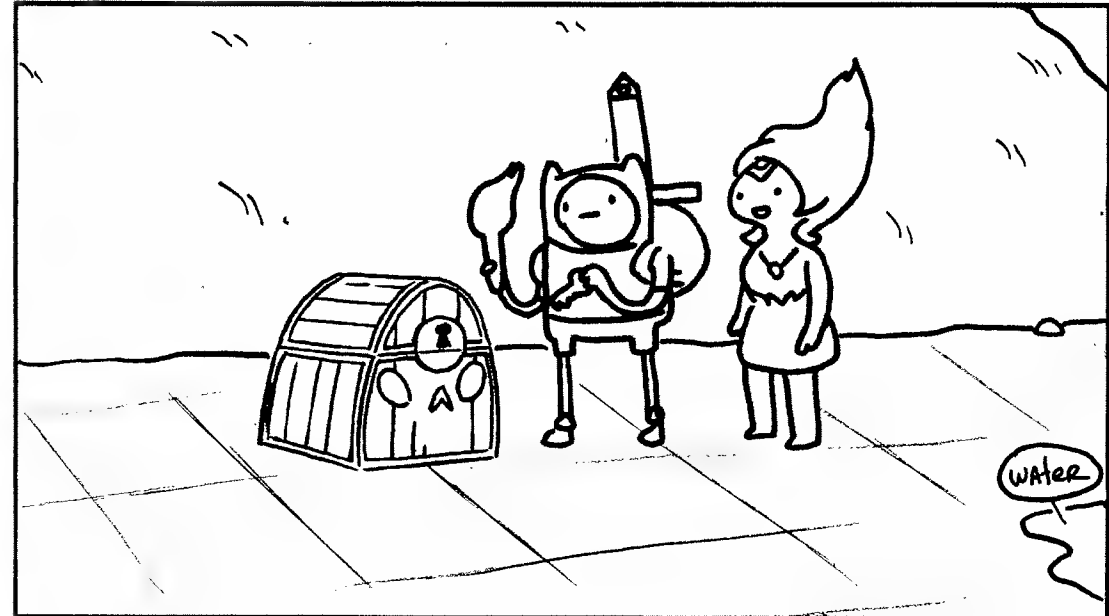


Sc. 76

Pnl. H

Bg.

day night



Dialog:

F / SEE ? THAT DIDN'T TAKE LONG AT ALL
AND NOW WE GET TREASURE .

FP / H A H A O K .

Action:

← ADJ

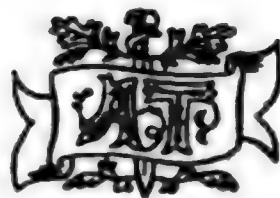
← ADJ

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME

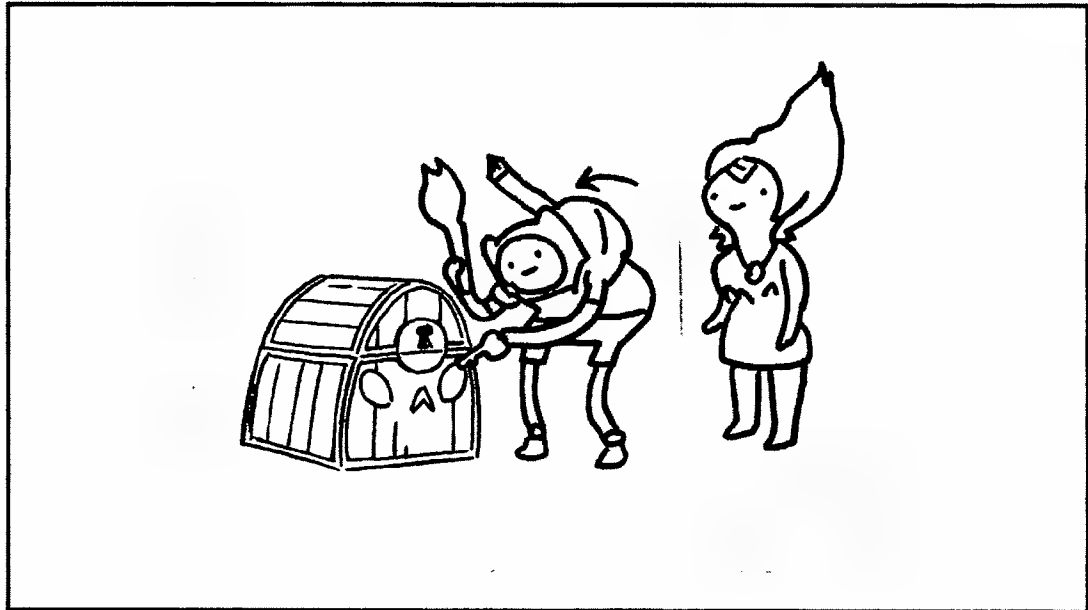


Sc. 76

Pnl. I

Bg.

day night

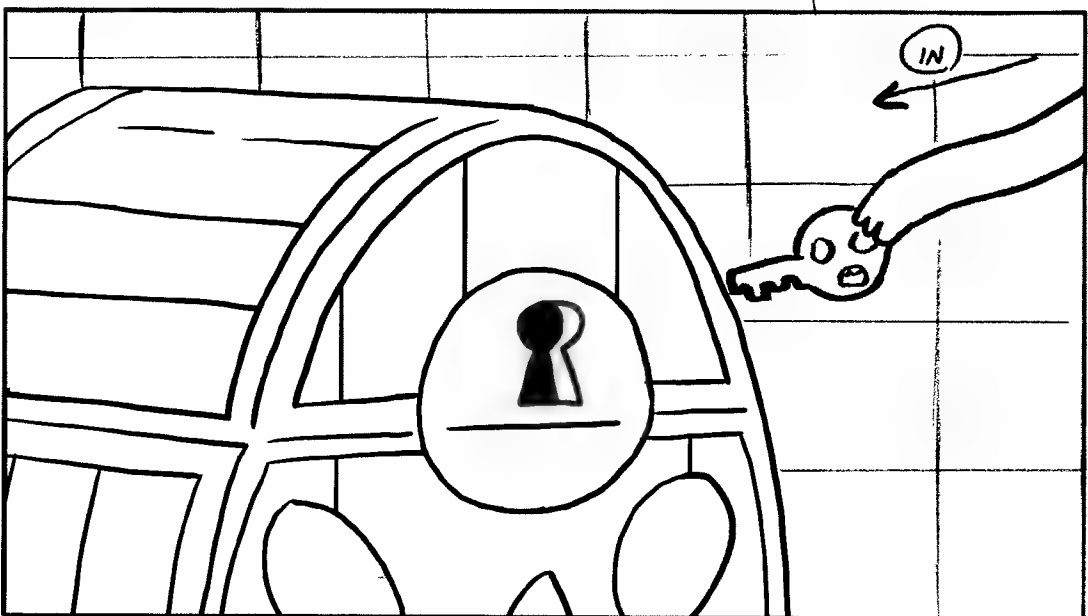


Sc. 77

Pnl. A

Bg.

day night



Page 145

Dialog:

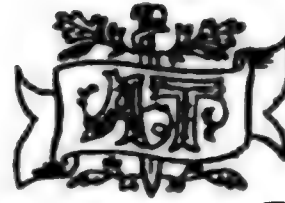
Action: -FINN LEANS TOWARDS CHEST.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



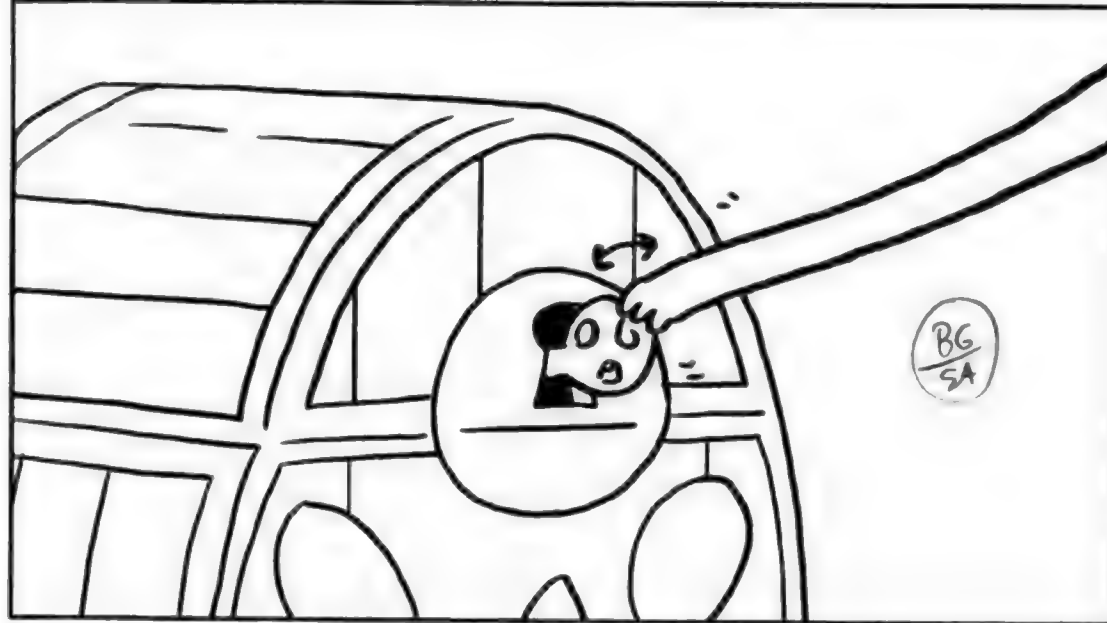
Page 146

Sc. 77

Pnl. B

Bg.

day night

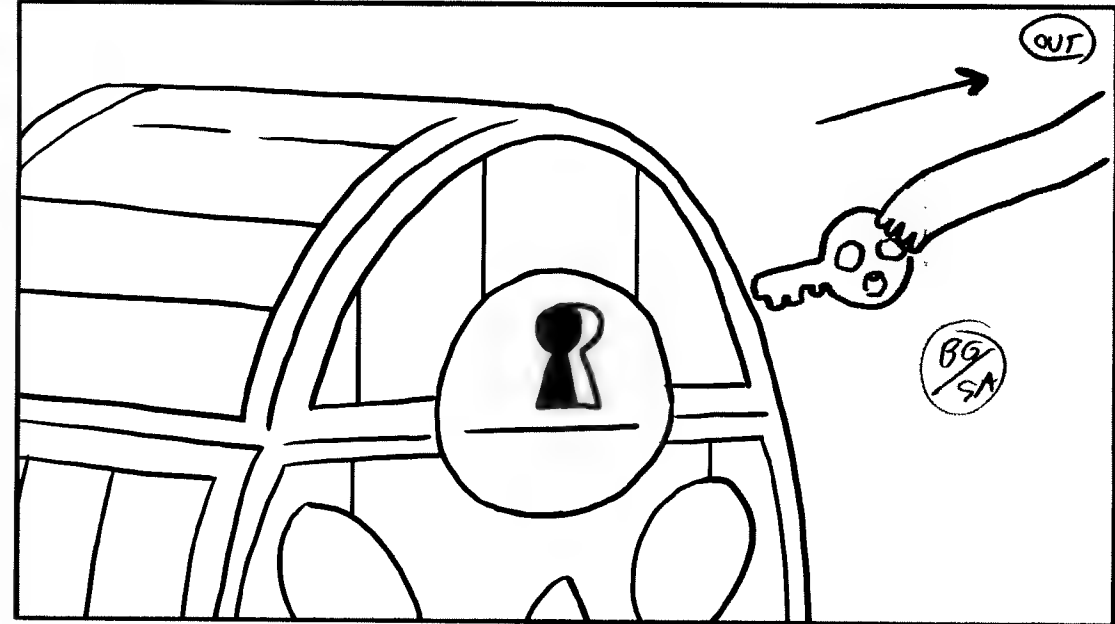


Sc. 77

Pnl. C

Bg.

day night



Dialog:

SFX < rattle, rattle >

Action:

- FINN TRIES TO TURN KEY BOTH DIRECTIONS.

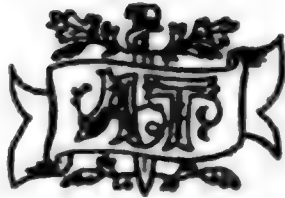
Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME

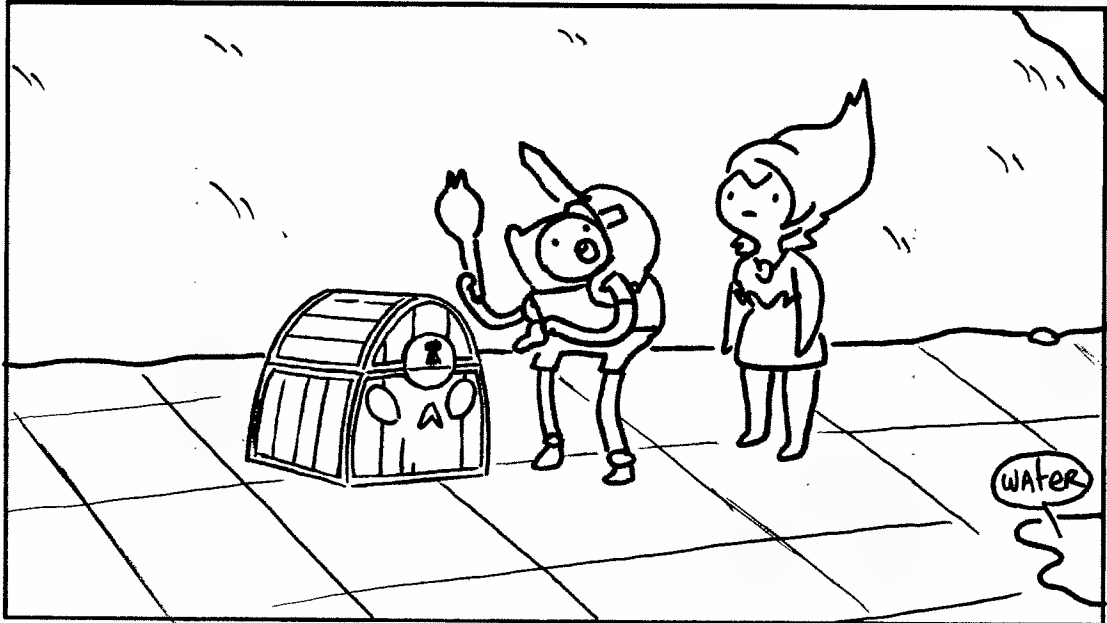


Sc. 78

Pnl. A

Bg.

day night

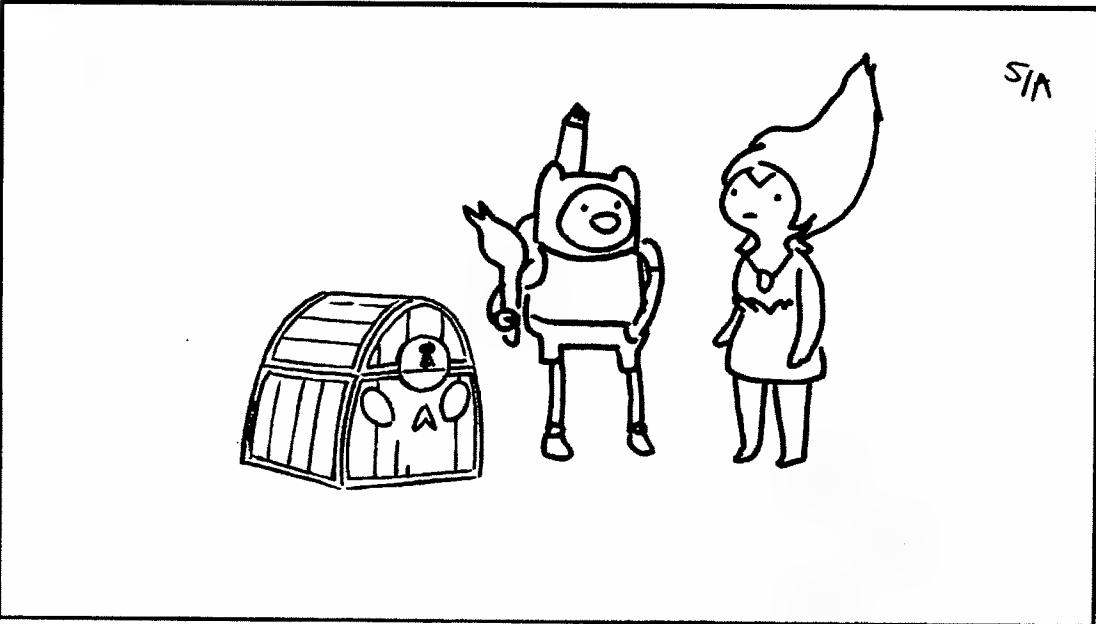


Sc. 78

Pnl. B

Bg.

day night



Dialog:

F / NOPE!

F / THIS KEY'S FOR
SOMETHIN' ELSE

Action:

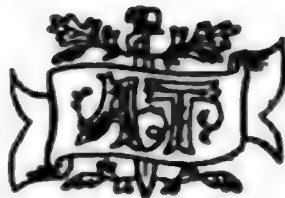
Finn pockets key

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME

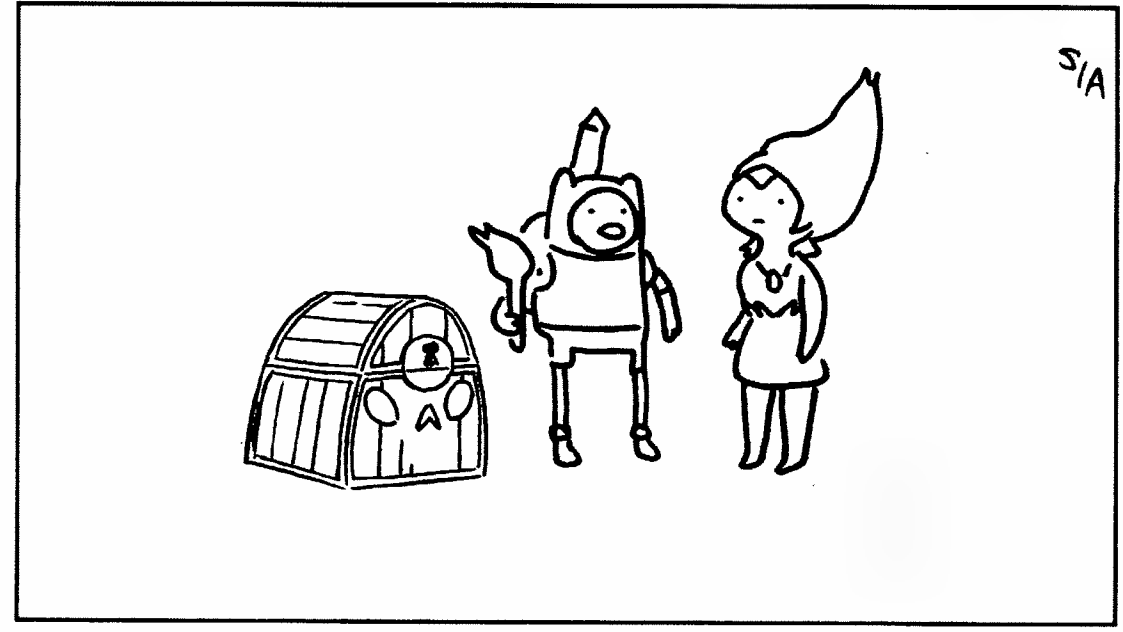


Sc. 78

Pnl. C

Bg.

day night

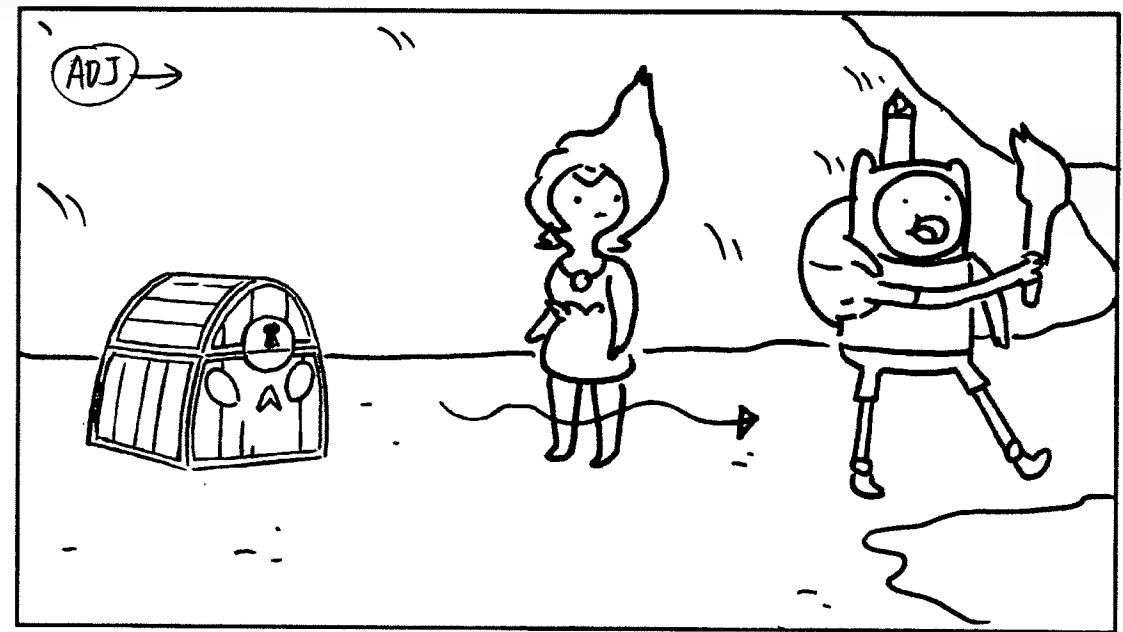


Sc. 78

Pnl. D

Bg.

day night



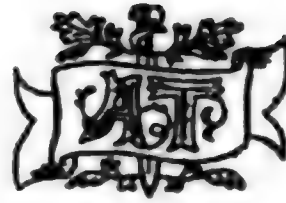
| | |
|----------------------------|--|
| Dialog: | |
| <u>F</u> / HA HA, OH WELL. | <u>F</u> / [♪] A DUNGEON CRAWL ... IT'S THE GREATEST CRAWL OF ALL .. |
| Action: | |
| - FINN SHRUGS | - FINN WALKS PAST F.P. - ADJ. W/ FINN. |
| Timing: | |

EPISODE# 1014-116

Production :

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ADVENTURE TIME



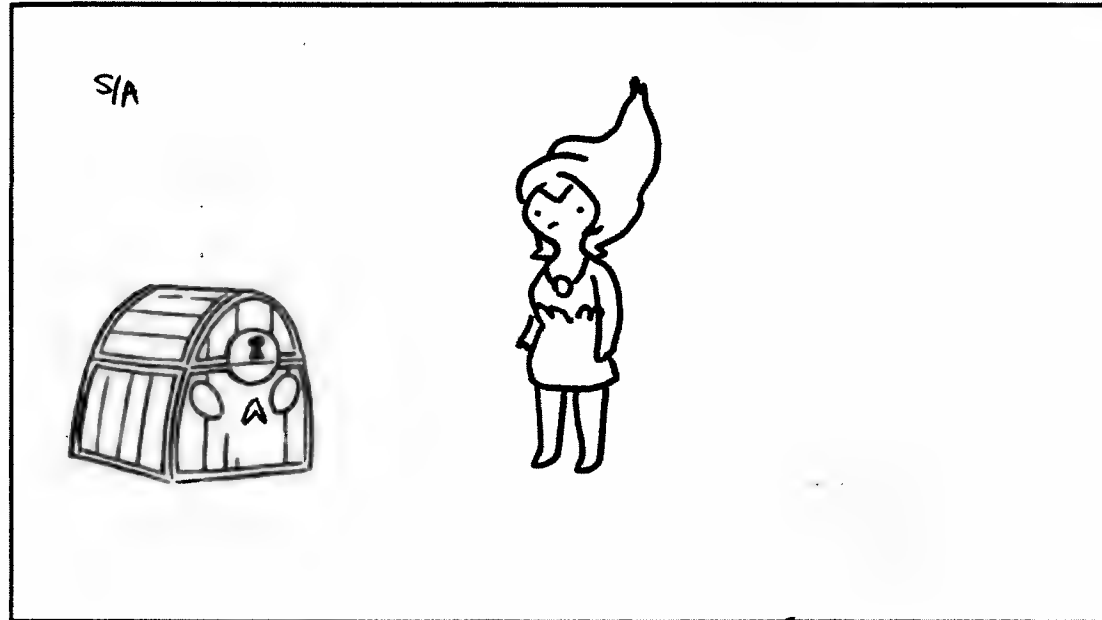
Page 149

Sc. 78

Pnl. E

Bg.

day night

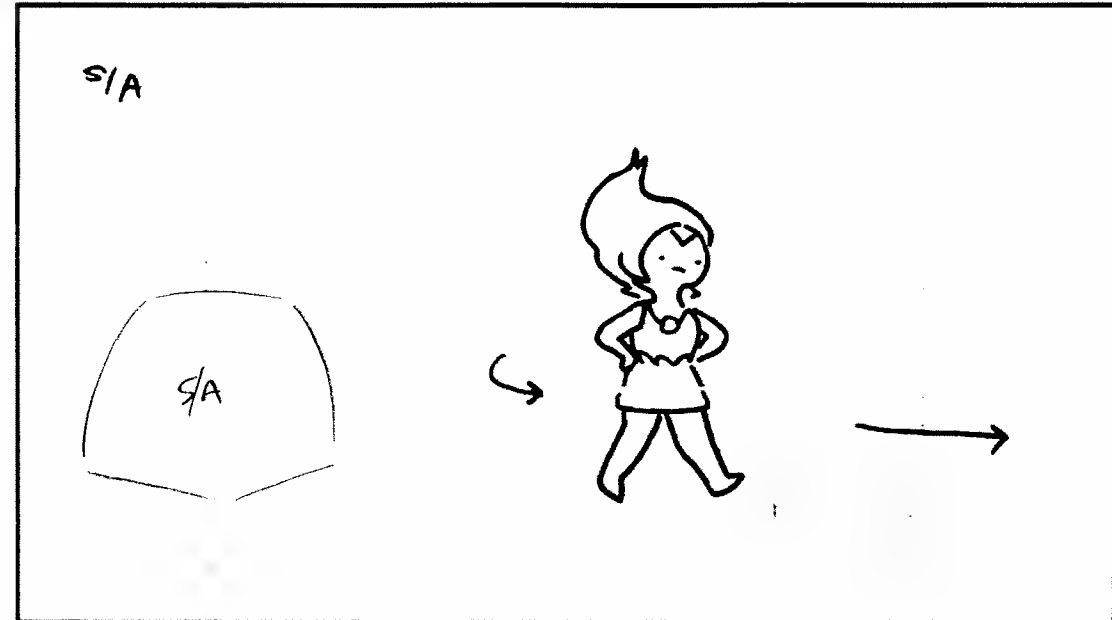


Sc. 78

Pnl. F

Bg.

day night



Dialog:

F/(OS) ♪ WE'RE GOIN'
BACK TO WHERE
WE WERE...

Action:



FP puts hands
on hips

Timing:

F/(OS) ♪ IT'S A DUNGEON CRAWL ..

turns and
follows Finn



EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 150

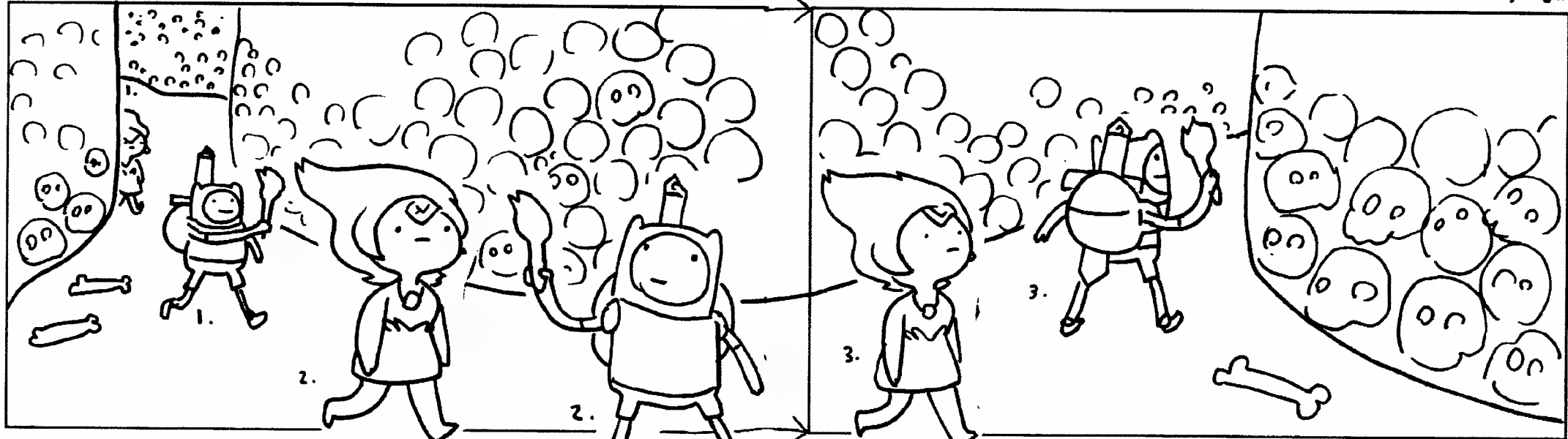
Sc. 79

Pl. A

Bg.

day night

day night



EPISODE # 1014-116

STOP

Dialog:

Action:

- F LOOKS AROUND AS HE WALKS
DOWN CORRIDOR.

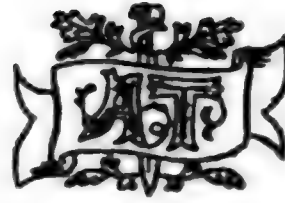
A D J

Timing:

Production :

START

ADVENTURE TIME



Page 151

Sc. 80

Pnl. A

Bg.

day night

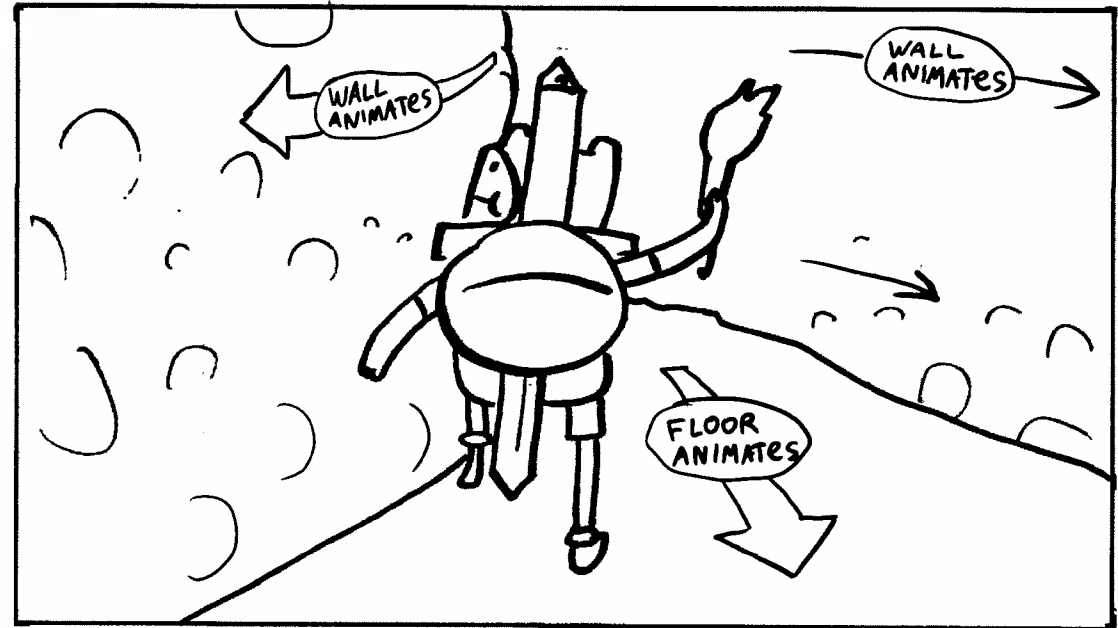


Sc. 81

Pnl. A

Bg.

day night



Dialog:

FP/ (VO) JEEZ, THIS IS KINDA BORING.

FP/ (VO) AT LEAST HE'S WALKING FAST

Action:

← BG

FP'S POV OF FINN WALKING AHEAD OF HER

Timing:

BG ANIMATES

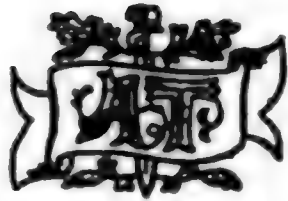


EPISODE # 1014-116

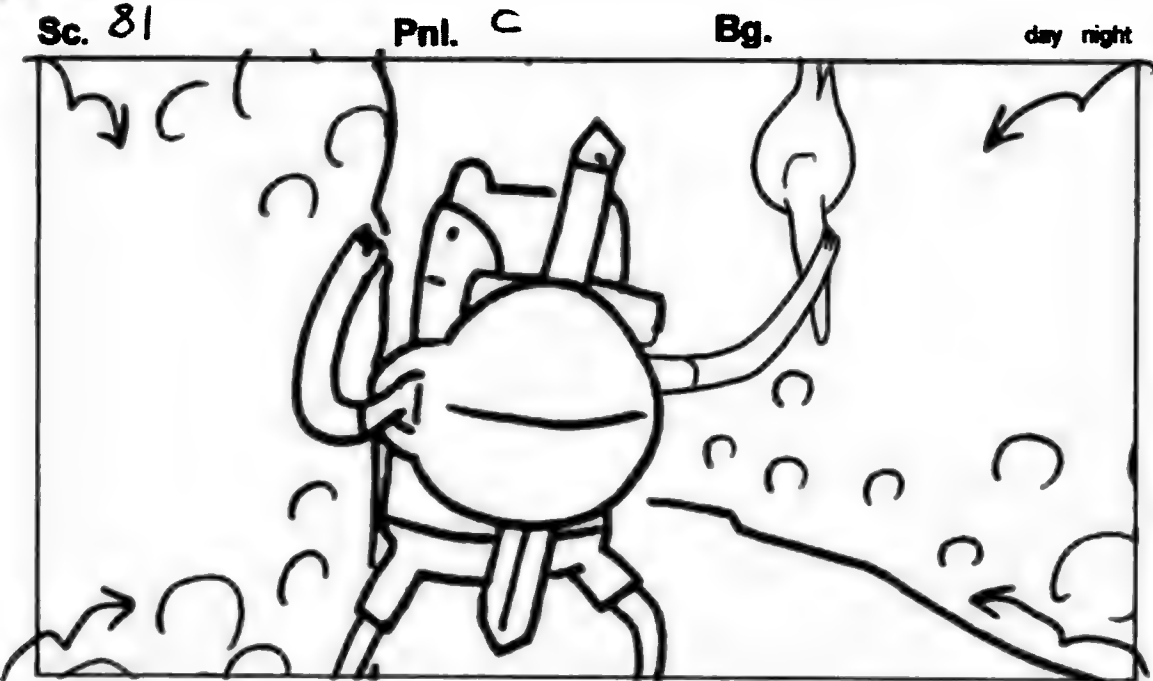
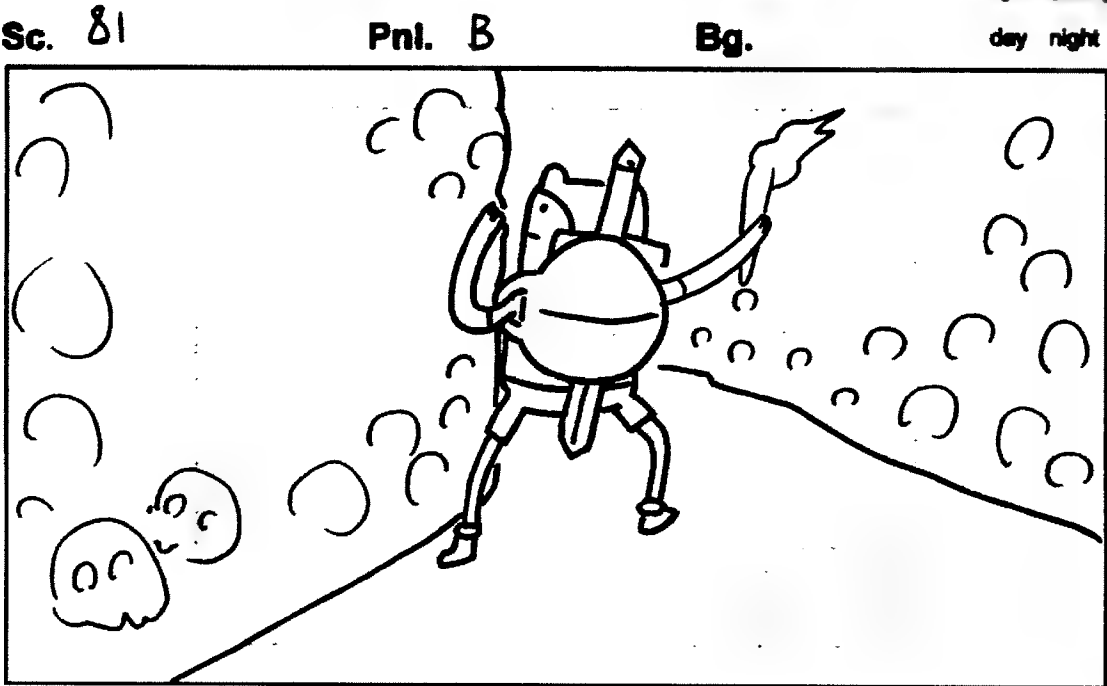
Prox

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ADVENTURE TIME



Page 152



| | |
|---------|---|
| Dialog: | |
| Action: | - Finn stops and peers around corner. - CAM STEPS FWD, TRUCKING IN ON FINN |
| Timing: | - BG STOPS ANIMATING |

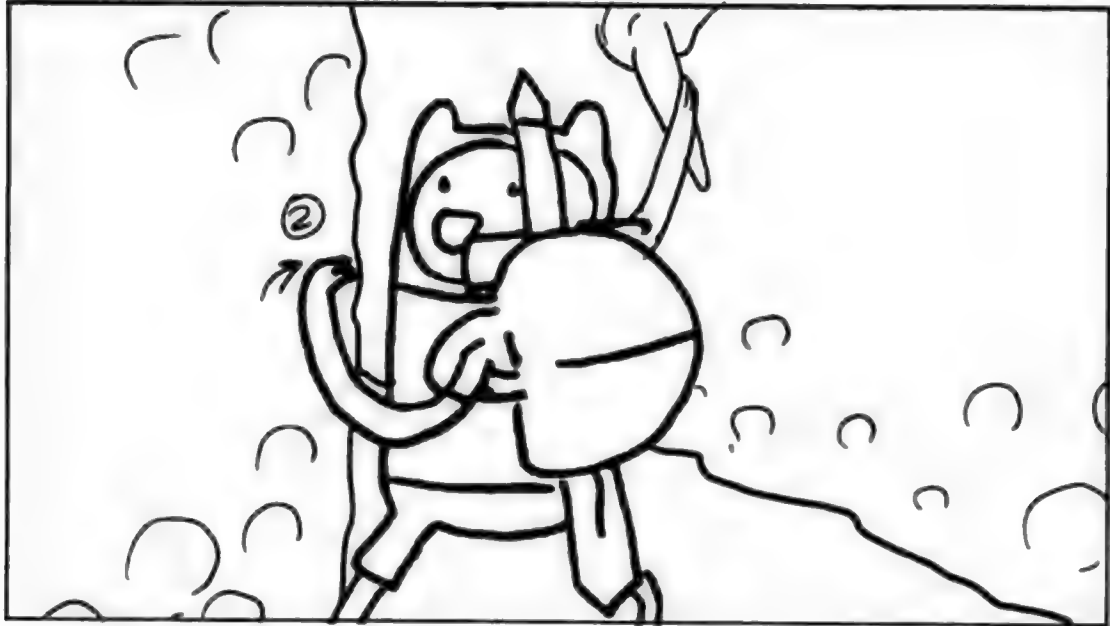
EPISODE# 1014-116
Production :

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ADVENTURE TIME


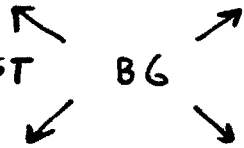


Sc. 81 Pnl. D Bg. day night



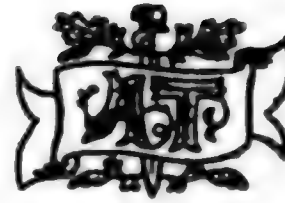
Sc. 81 Pnl. E Bg. day night



| | |
|---------|--|
| Dialog: | <p>①  Finn waves her to come on (cycle ① & ②)</p> |
| Action: | <p>FINN WALKS AWAY FROM CAM LEFT WALL SLIDES TOWARDS CAM & WEST BG SCALES BIGGER WHILE TRACKING</p> <p></p> |
| Timing: | |

EPISODE # 1014-116
Production :

ADVENTURE TIME



153

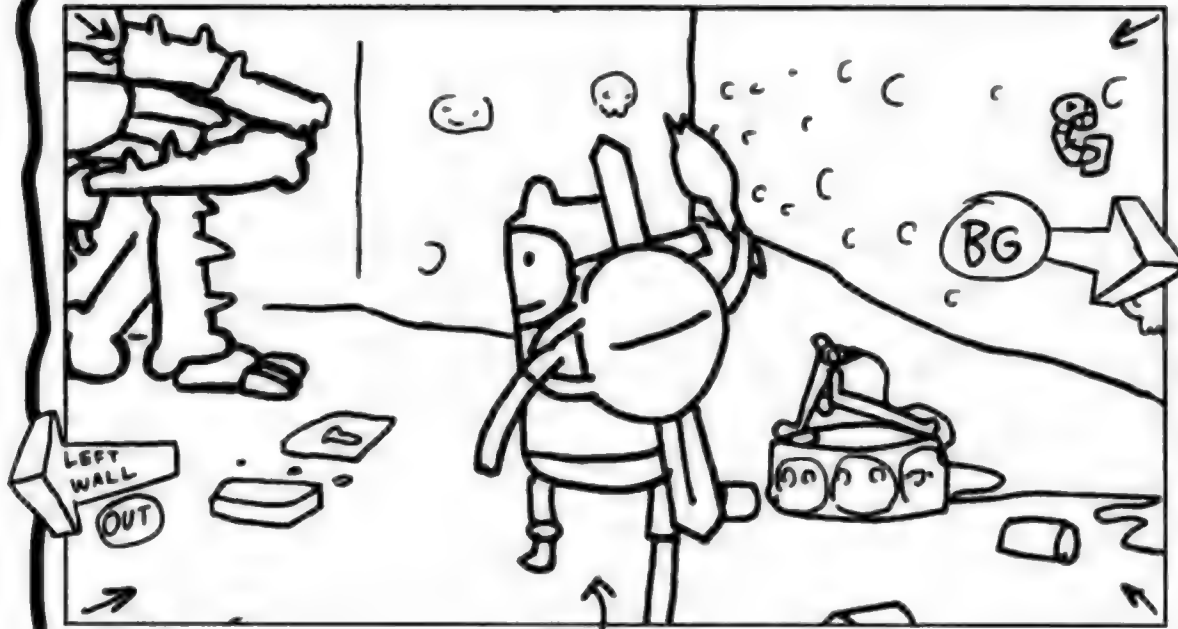
Page _____

Sc. 81

Pnl. F

Bg.

day night

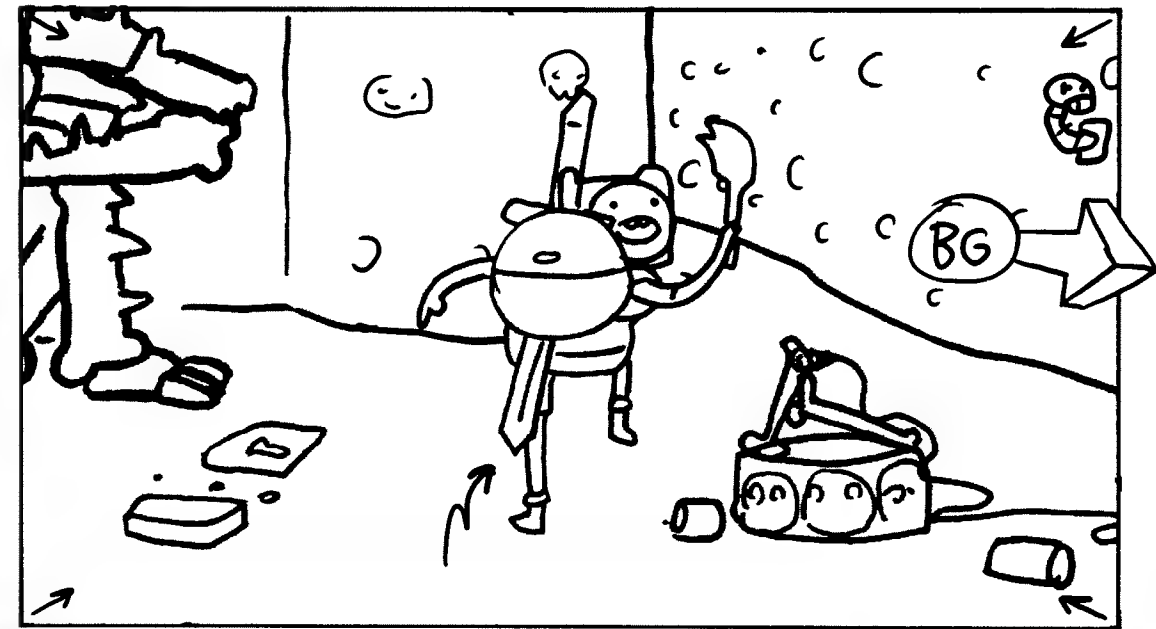


Sc. 81

Pnl. G

Bg.

day night



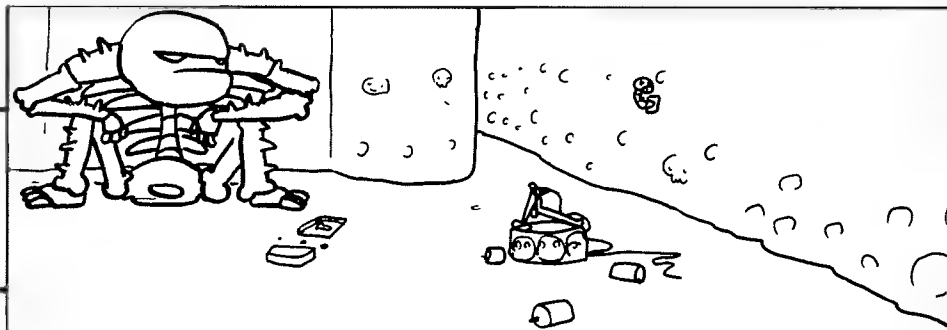
Dialog:

← BG → LEFT WALL SLIDES TOWARDS CAM & WEST
BG SCALES BIGGER WHILE TRUCKING

F/ (whisper) THAT'S WHERE I
FOUND THE KEY.

Action:

BG REFERENCE:



Finn points
at hole in the
ground

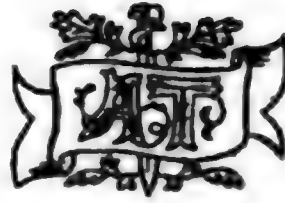
← BG →

Timing:

EPISODE# 1014-116

Production :

ADVENTURE TIME



Page 154

Sc. 82

Pnl. A

Bg.

day night

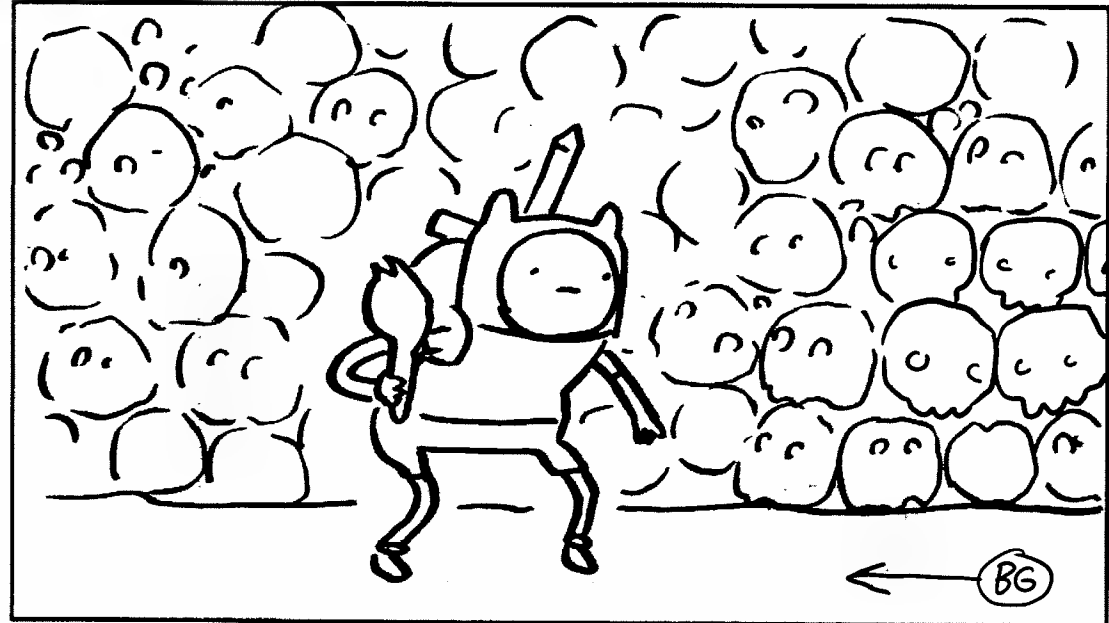


Sc. 83

Pnl. A

Bg.

day night



Dialog:

Action:

←
BG

ADJ

→

Finn, creeping
along ..

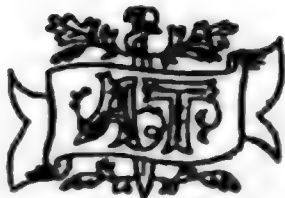
Timing:

1014-116

EPISODE #

Production :

ADVENTURE TIME

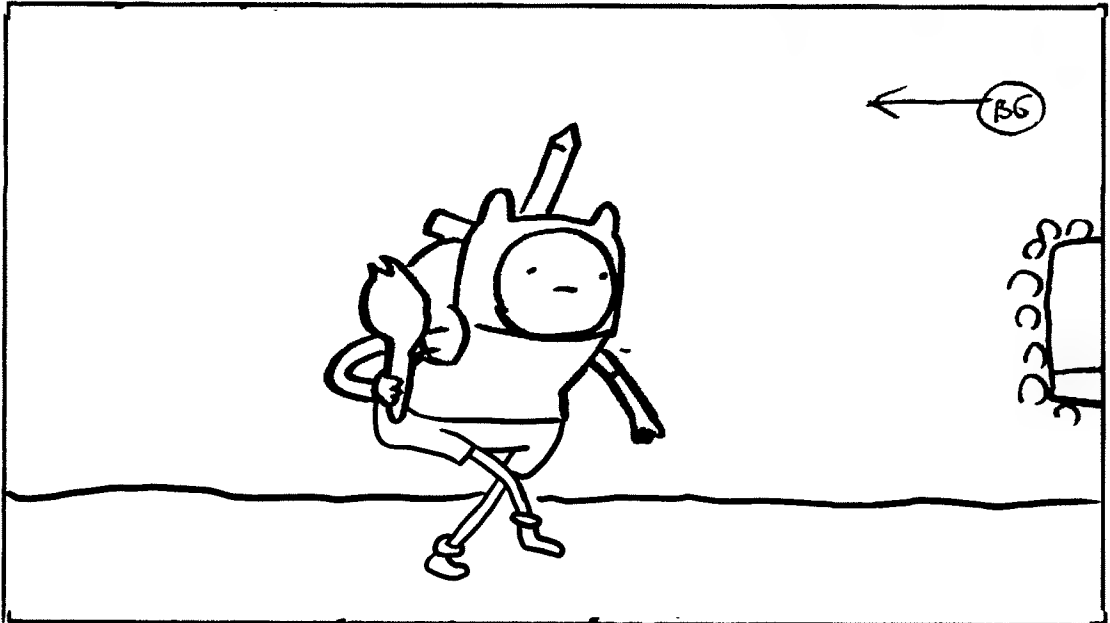


Sc. 83

Pnl. B

Bg.

day night

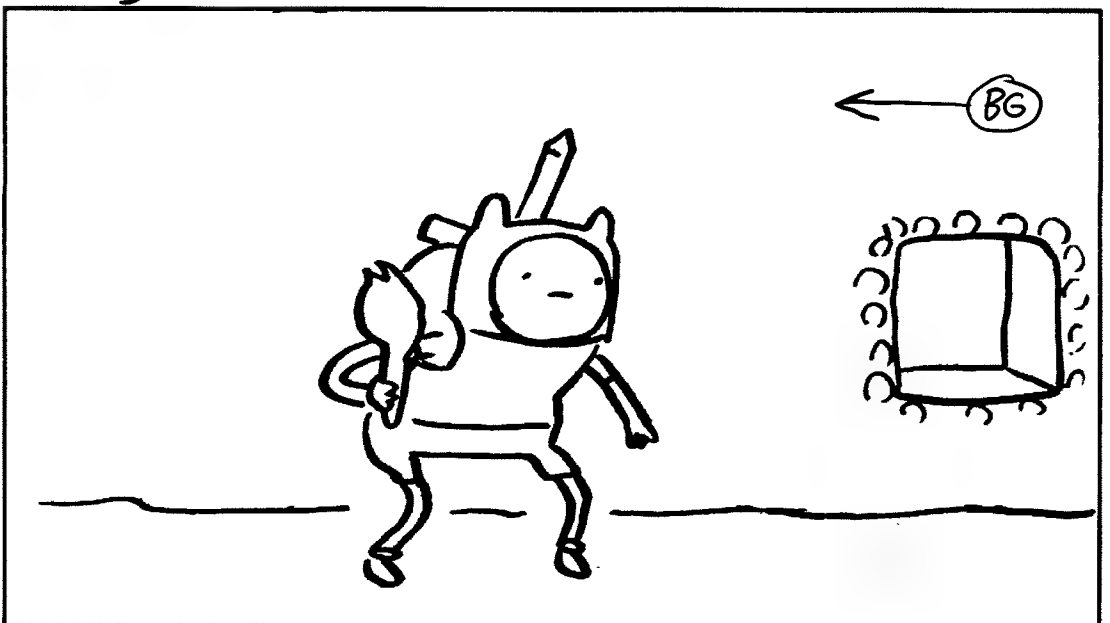


Sc. 83

Pnl. C

Bg.

day night



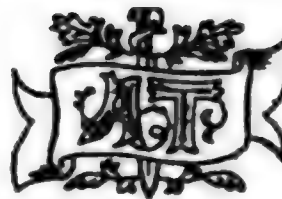
| | |
|---------|---------|
| Dialog: | |
| Action: | ← BG |
| Timing: | |

1014-116

EPISODE #

Production :

ADVENTURE TIME



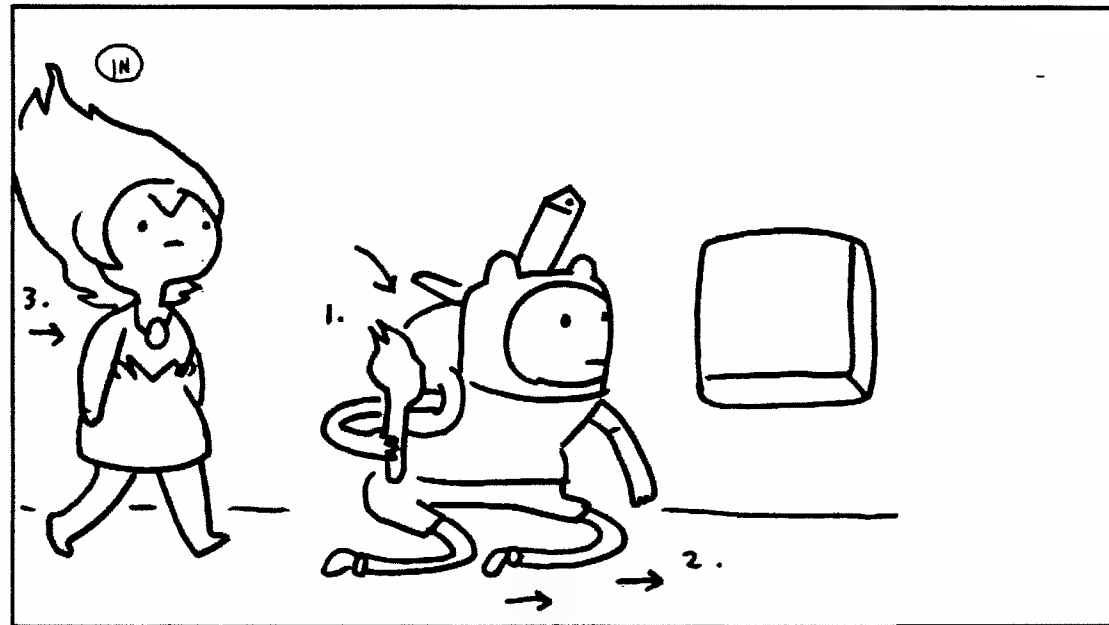
Page 155

Sc. 83

Pnl. B

Bg.

day night

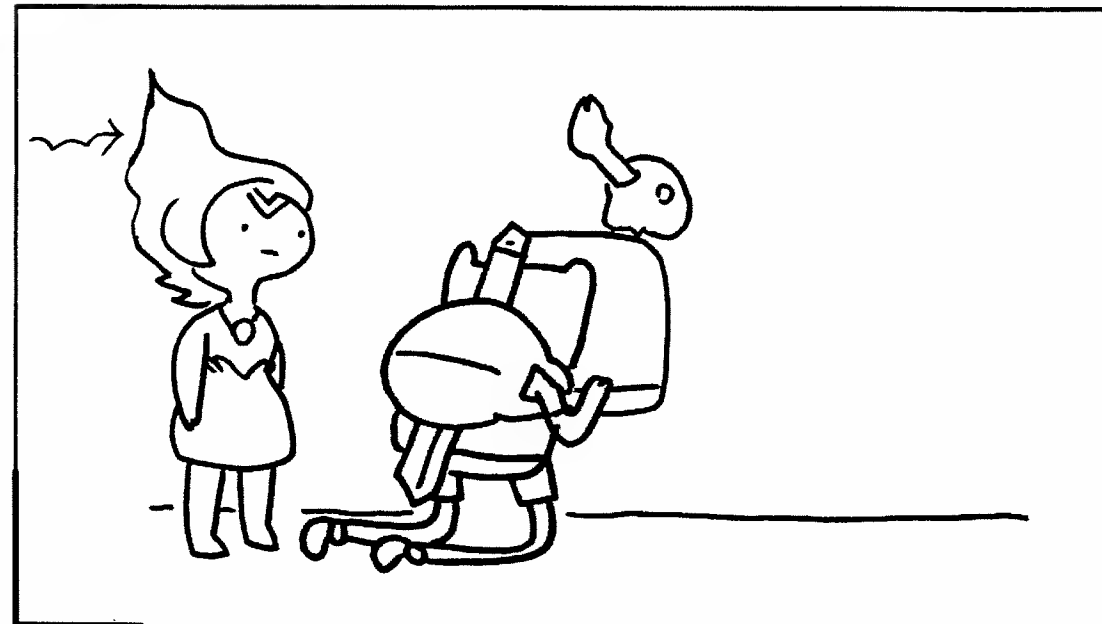


Sc. 83

Pnl. C

Bg.

day night



Dialog:

Action:

1. Finn drops to his knees
2. scooches forward to window
3. FP enters

Timing:



4. Finn sticks
torch in skull

looks through
window

EPISODE # 1014-116

Production :

ADVENTURE TIME

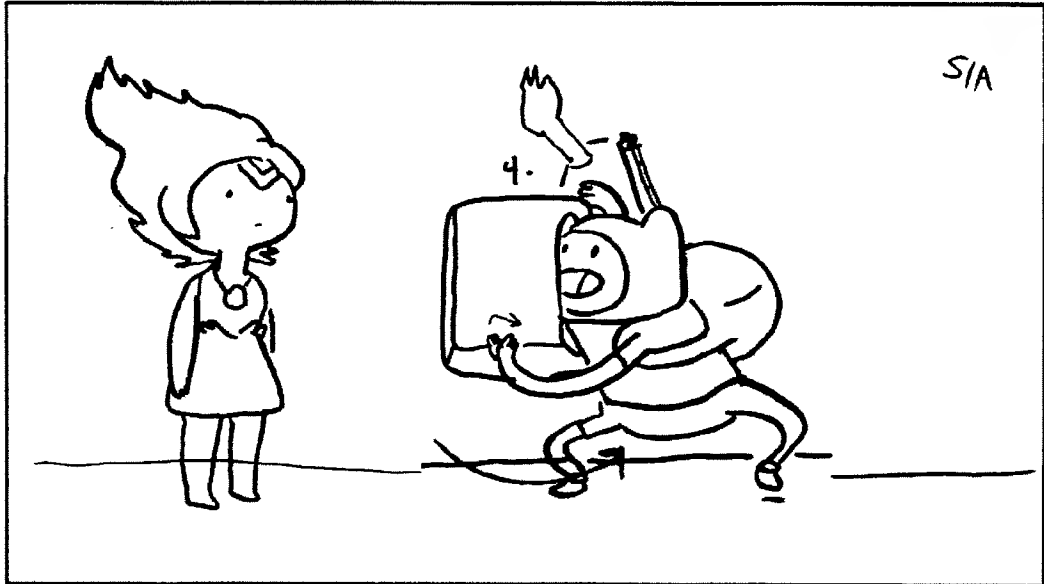


Sc. 83

Pnl. D

Bg.

day night

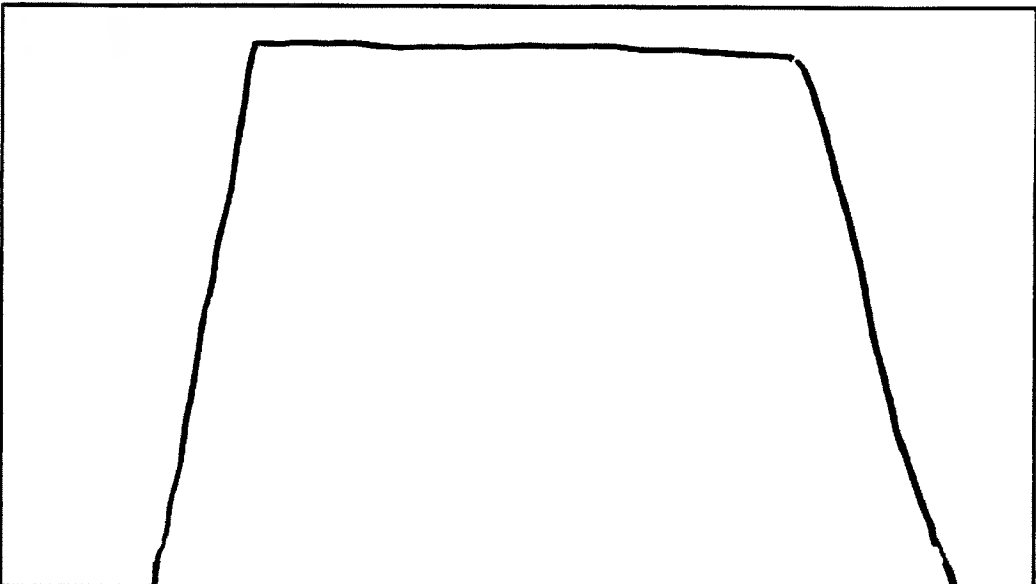


Sc. 84

Pnl. A

Bg.

day night



Dialog:

Action:



Finn motions to
Come forward.

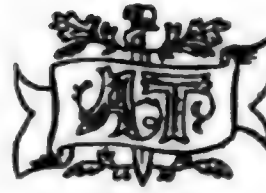
Timing:

1. Finn sees something
2. hops up
3. shuffle spins around

EPISODE# 1014-116

Production :

ADVENTURE TIME



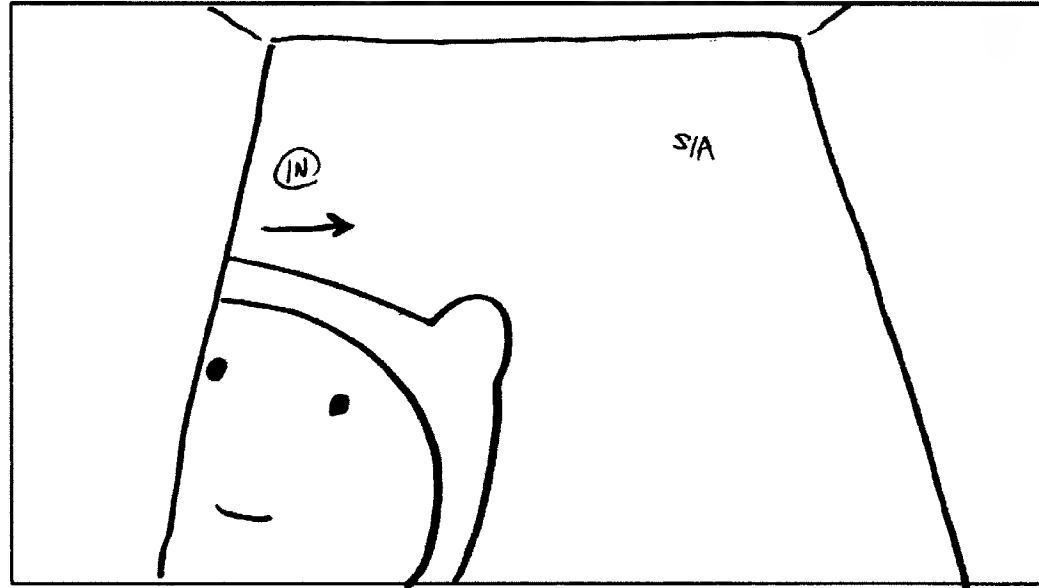
Page 157

Sc. 84

Pnl. B

Bg.

day night



Sc. 84

Pnl. C

Bg.

day night



Dialog:

Action:

- FINN SLIDES ON/S.

- FP SLIDES ON/S.

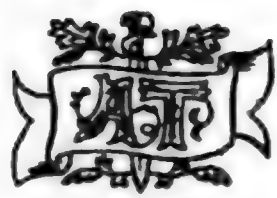
Timing:

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Production :

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ADVENTURE TIME

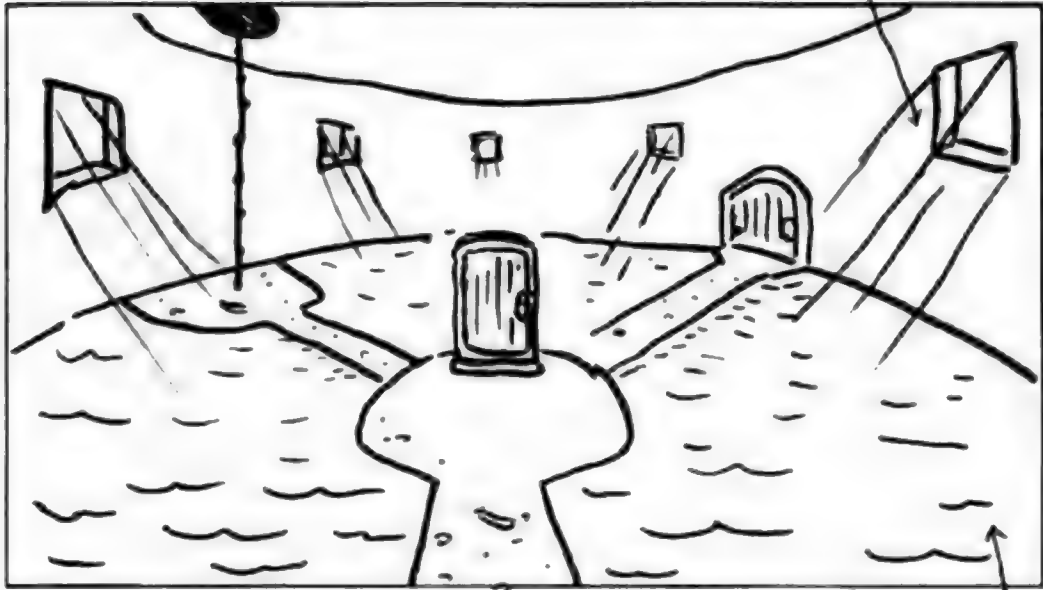


Sc. 85

Pnl. A

Bg.

day night

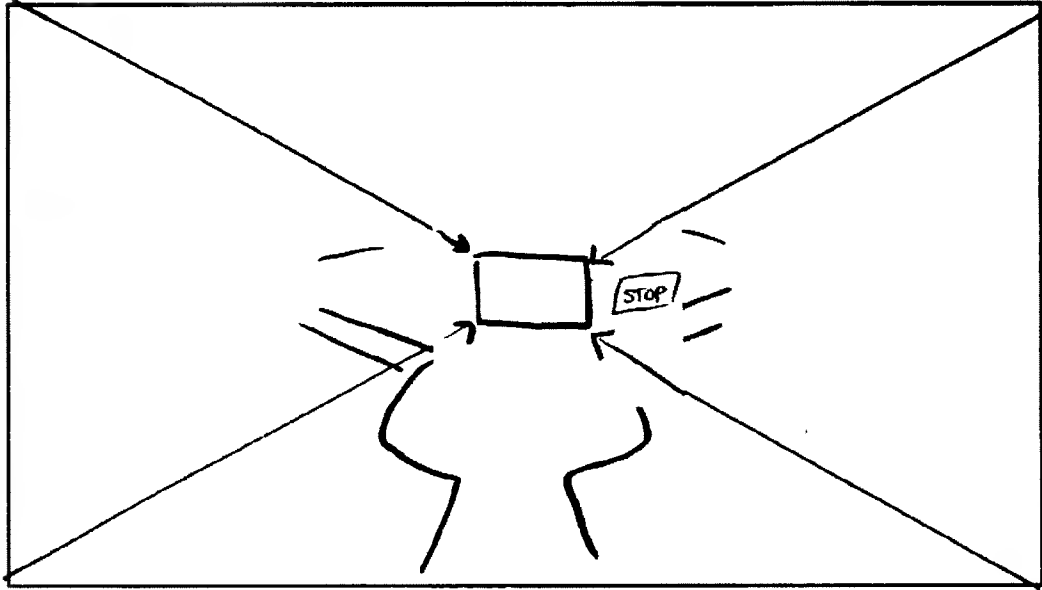


Sc. 85

Pnl. B

Bg.

day night



Dialog:

Action:

- TRUCK IN ON SARCOPHAGUS DOOR.

Timing:

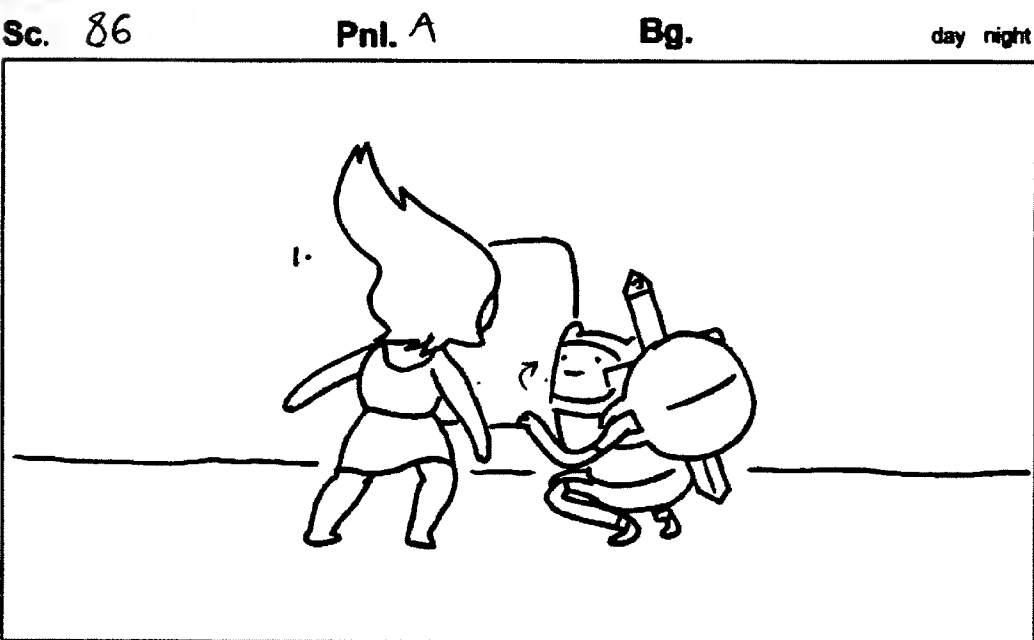
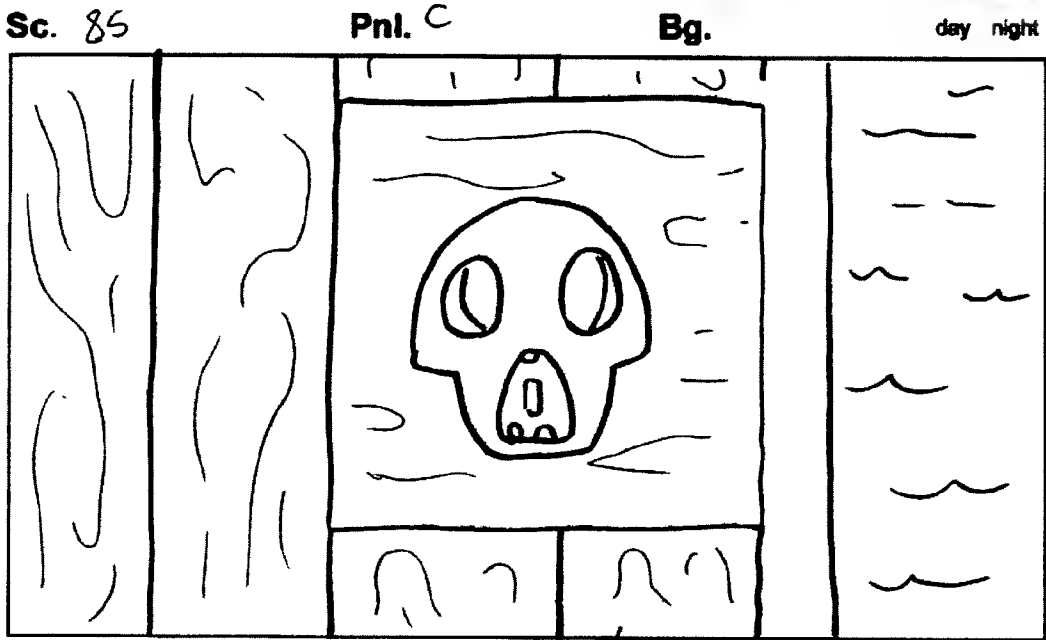
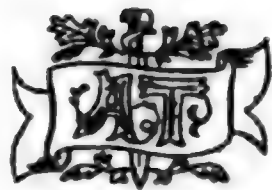
EPISODE# 1014-116


START

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ADVENTURE TIME



| | |
|---------|---|
| Dialog: | |
| Action: |  |
| Timing: | FP looks at Finn |

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ADVENTURE TIME

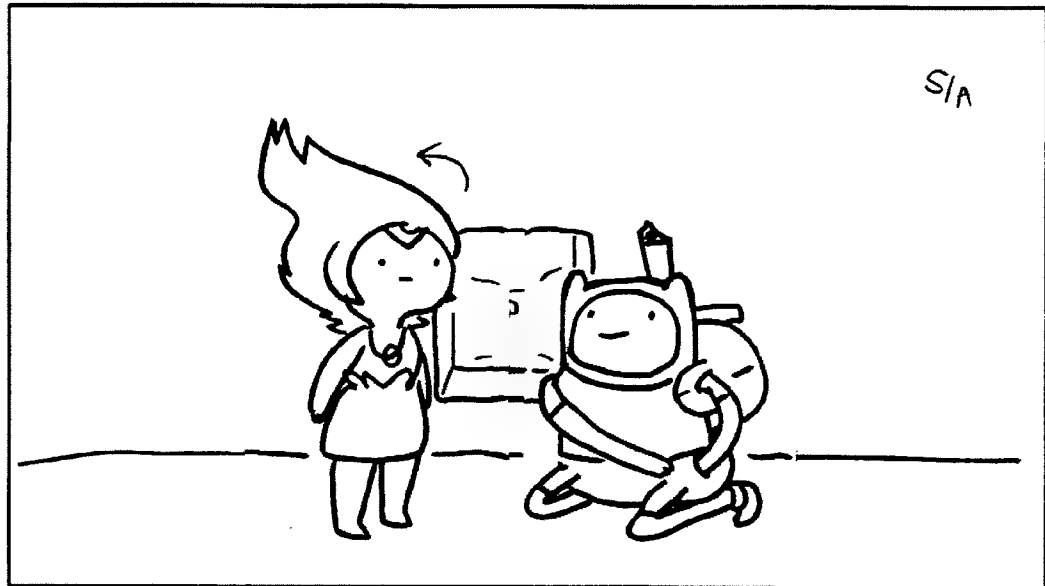


Sc. 86

Pnl. B

Bg.

day night

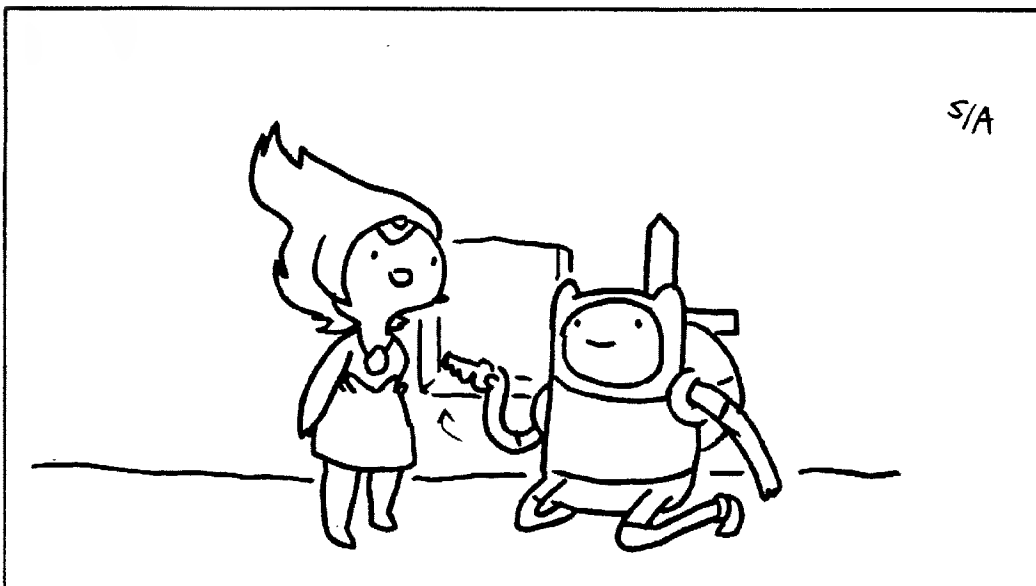


Sc. 86

Pnl. C

Bg.

day night



Dialog:

Action:

FP Faces Finn

Finn Faces FP and
reaches in his pocket

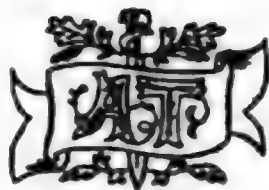
Pulls out the key

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME

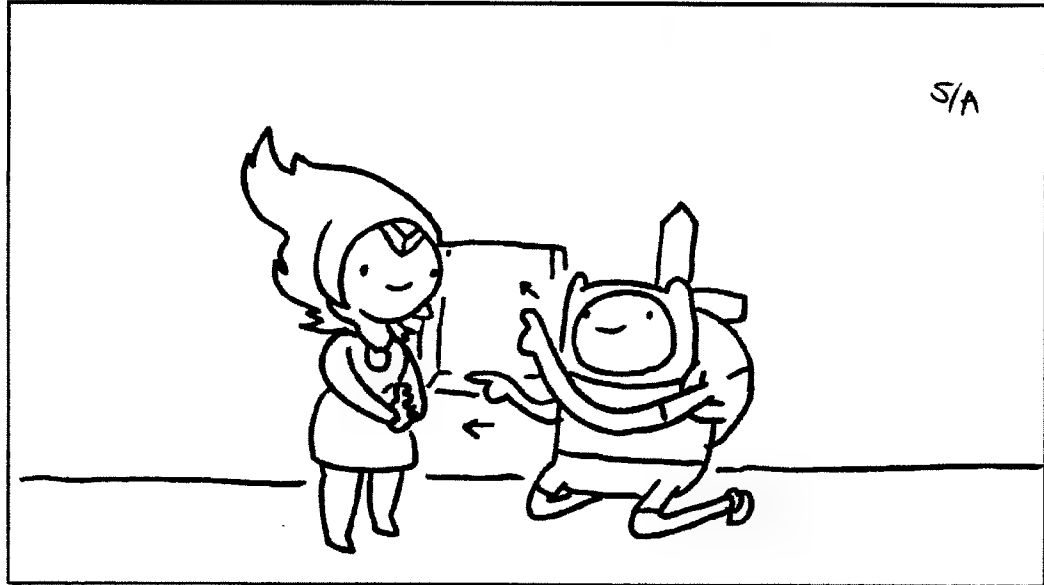


Sc. 86

Pnl. D

Bg.

day night

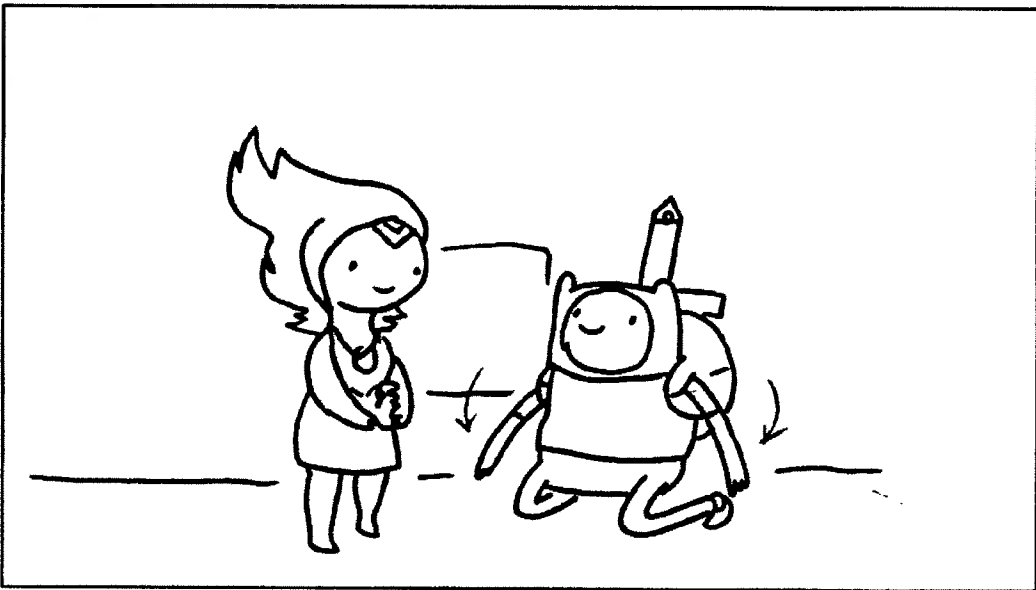


Sc. 86

Pnl. E

Bg.

day night



Dialog:

Action:

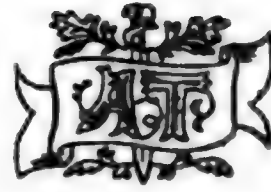
Finn motions for her
to go try the key.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 162

| Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|
| | | | | |

| Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|
| 86 | F | | | |
| | | | | |

Dialog:

Action:

— FP crawls through
the window

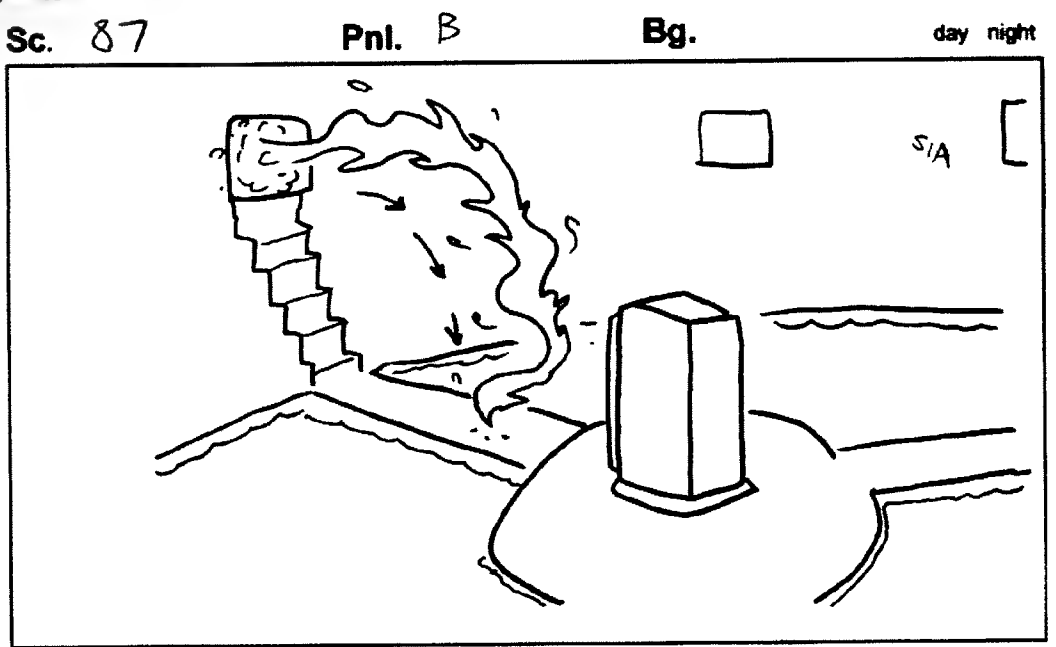
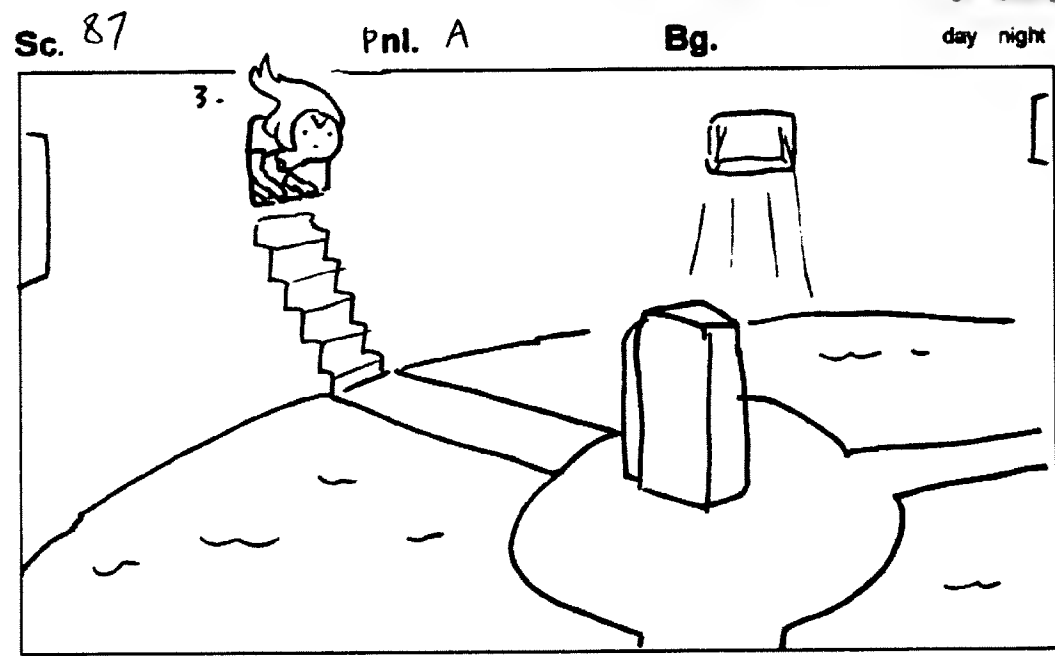
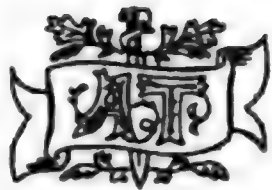
Timing:



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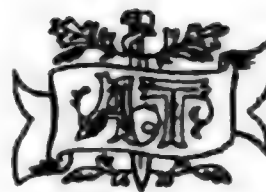
ADVENTURE TIME



| | |
|---|------------------------------|
| Dialog: | |
|  1. →  2. → | |
| Action: | — FP flame travels to bridge |
| Timing: | |

EPISODE # 1014-116 Production :

ADVENTURE TIME



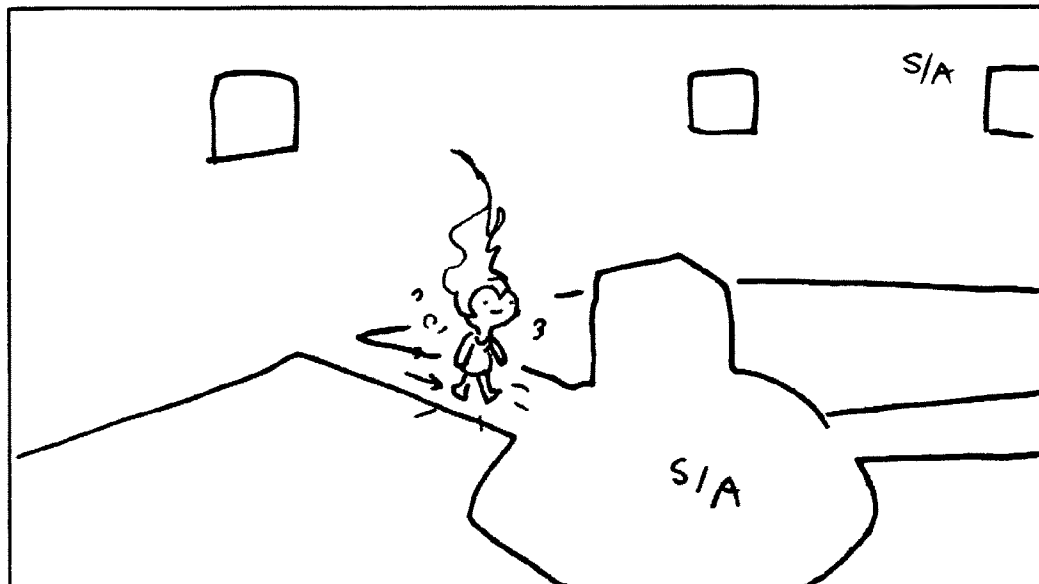
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Sc. 87

Pnl. C

Bg.

day night

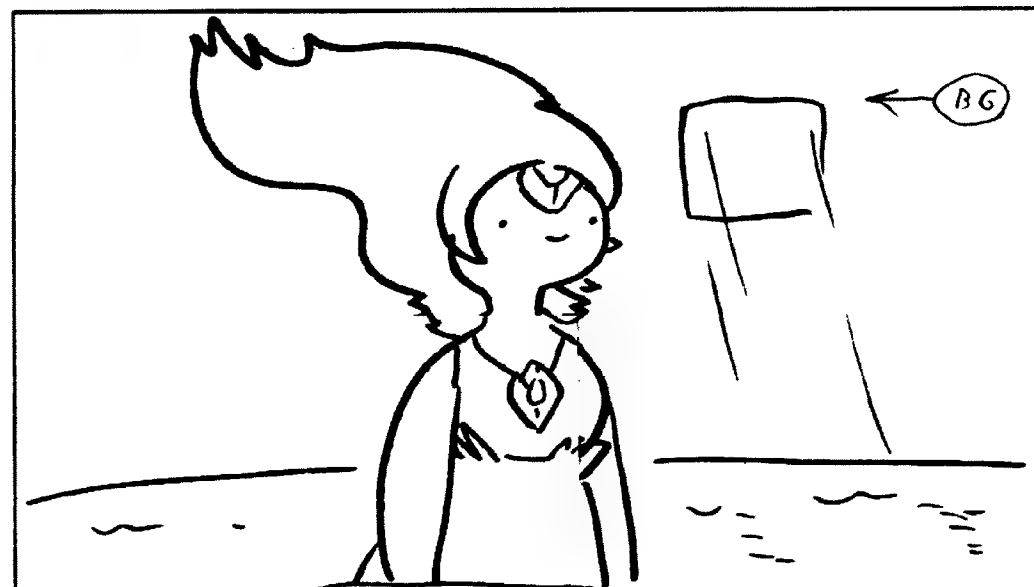


Sc. 88

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

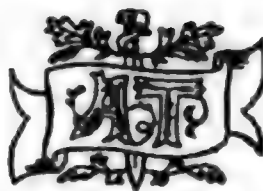
BG ←

EPISODE # 1014-116

Production :

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ADVENTURE TIME



Page 165

Sc. 88

Pnl. B

Bg.

day night

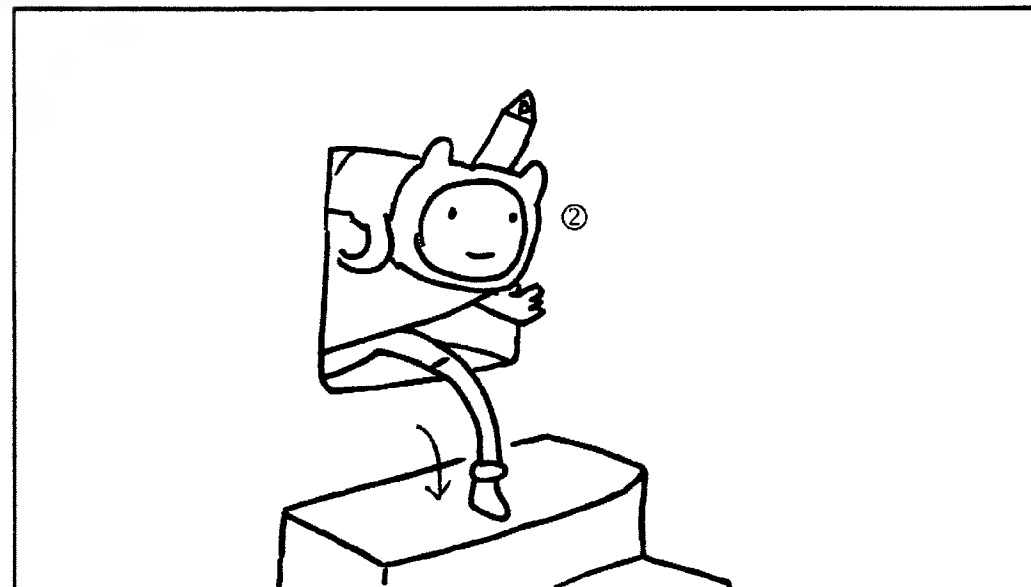


Sc. 89

Pnl. A

Bg.

day night



Dialog:

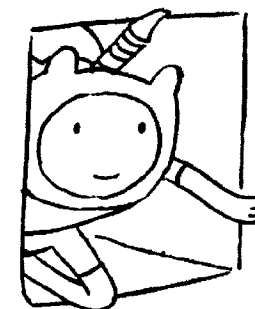
Action:

← B6

P.B. looks back at
Finn as she walks toward the box

- FINN STEPS OUT OF PASSAGE.

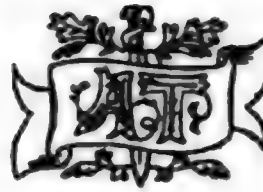
Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME



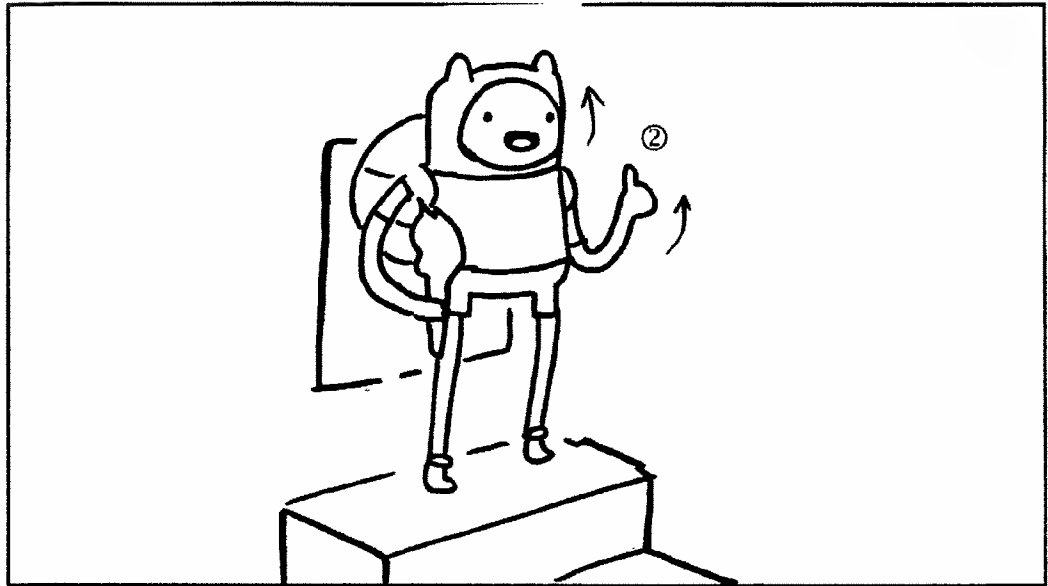
Page 166

Sc. 89

Pnl. B

Bg.

day night

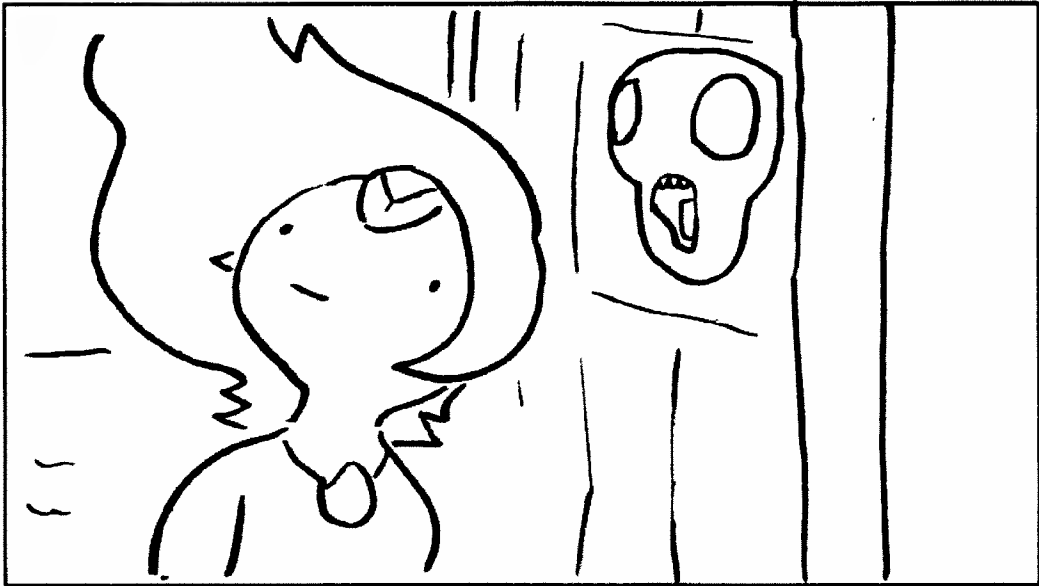


Sc. 90

Pnl. A

Bg.

day night

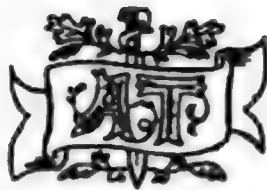


| | |
|---------|--------------------------|
| Dialog: | |
| Action: | -FINN GIVES A THUMBS UP. |
| Timing: | |

EPISODE # 1014-116

Production :

ADVENTURE TIME

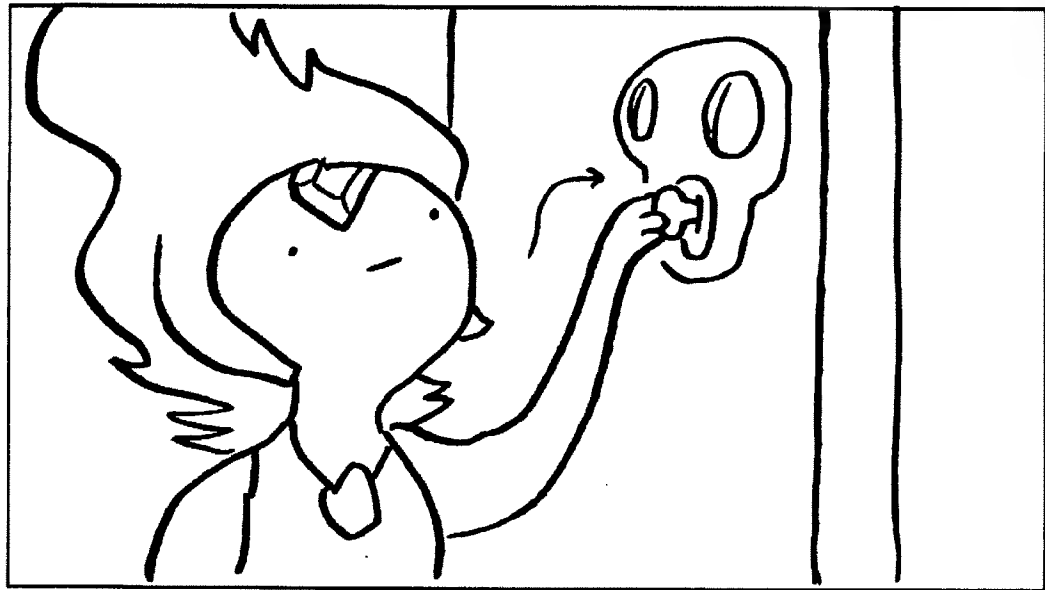


Sc. 90

Pnl. B

Bg.

day night



Sc. 90

Pnl. C

Bg.

day night



| | | | |
|---------|--|---------------------------------------|-----------------------------|
| Dialog: | | SFX/ <click> | |
| Action: | | FP puts the key in the lock and turns | Door opens ! FP backs up |
| Timing: | | | |

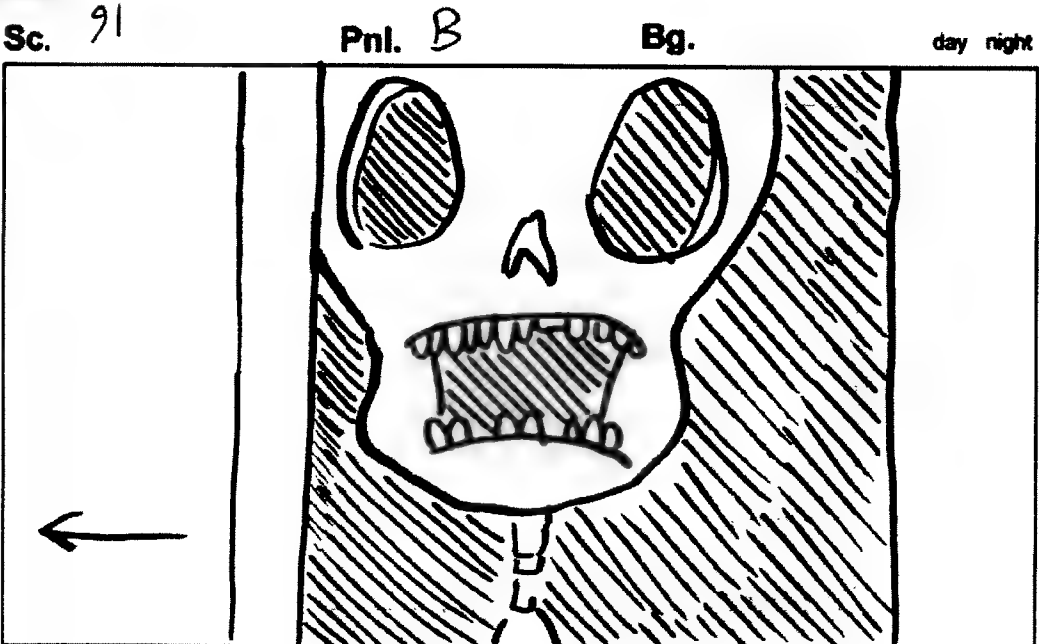
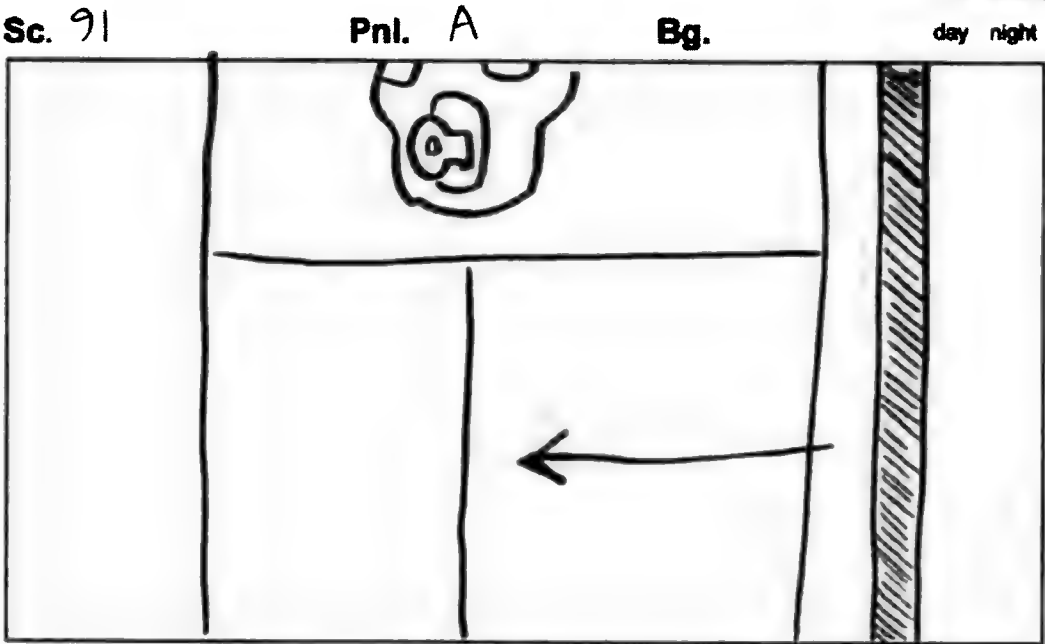
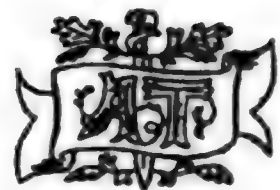
EPISODE # 1014-116

Production :

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ADVENTURE TIME



| | |
|---------|--------------------------|
| Dialog: | OLD BONEY / HAHHHHHCHH ! |
| Action: | - DOOR OPENS. |
| Timing: | |

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Production :

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ADVENTURE TIME



Sc. 91

Pnl. C

Bg.

day night

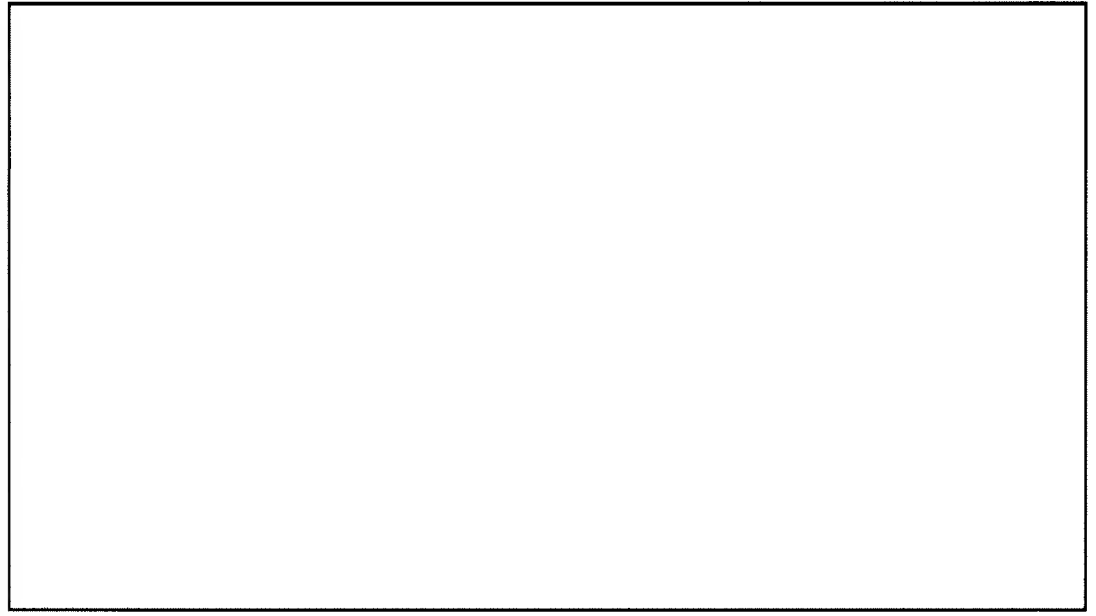


Sc.

Pnl.

Bg.

day night



| |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 169

Sc. 92

Pnl. A

Bg.

day night

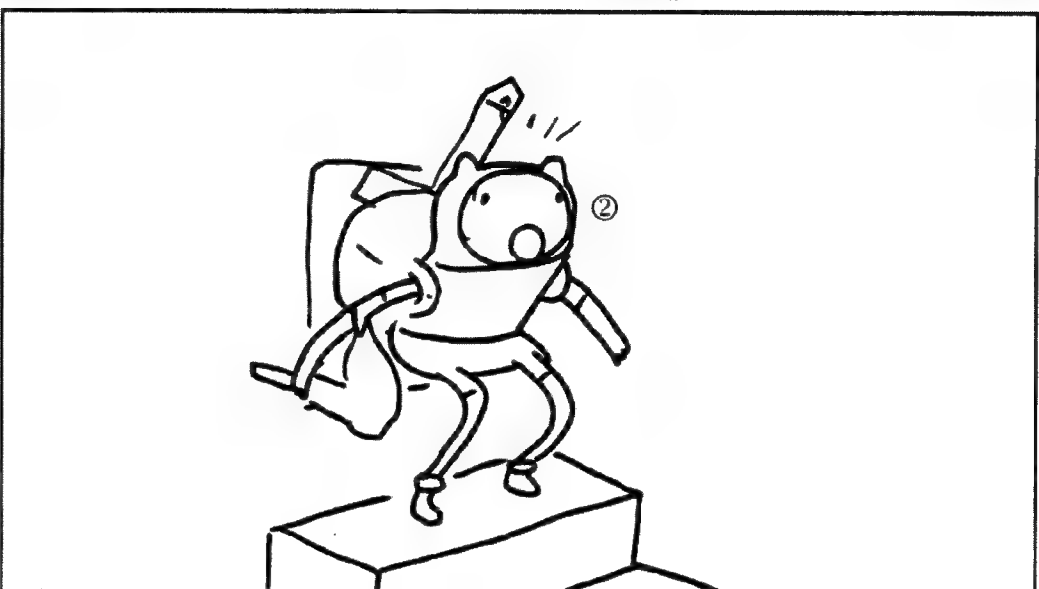


Sc. 93

Pnl. A

Bg.

day night



Dialog:

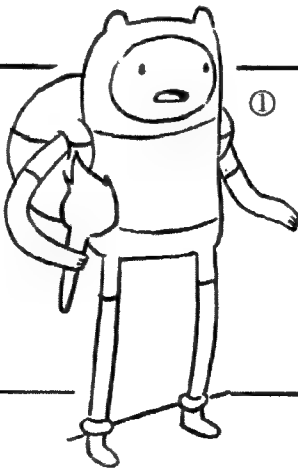
FP / AHHHH!

Action:



Timing:

F / SNAP DRAGONS!



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ADVENTURE TIME

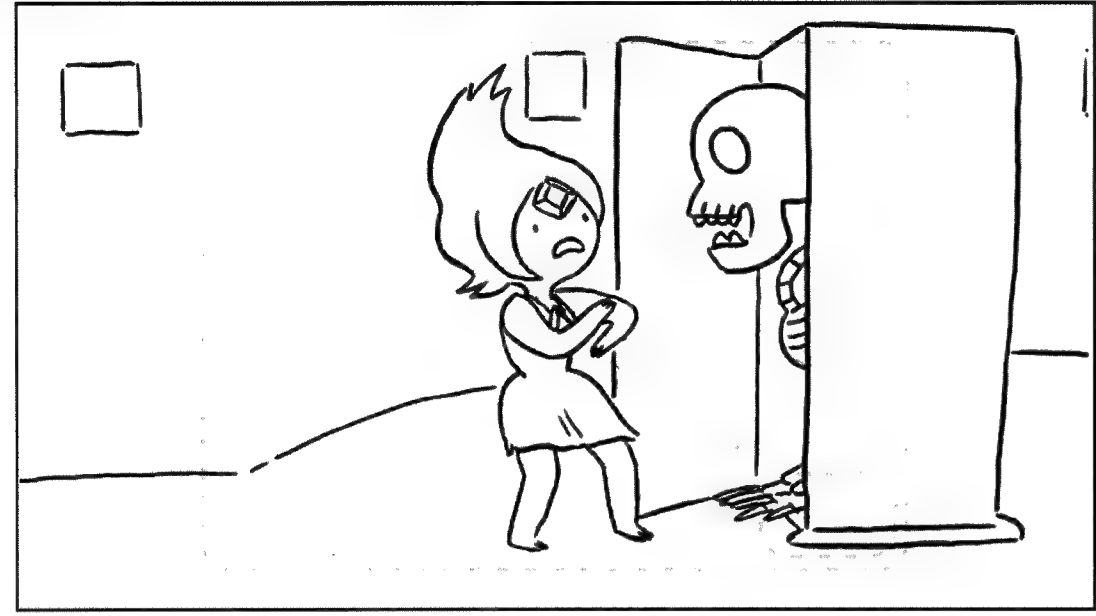


Sc. 94

Pnl. A

Bg.

day night

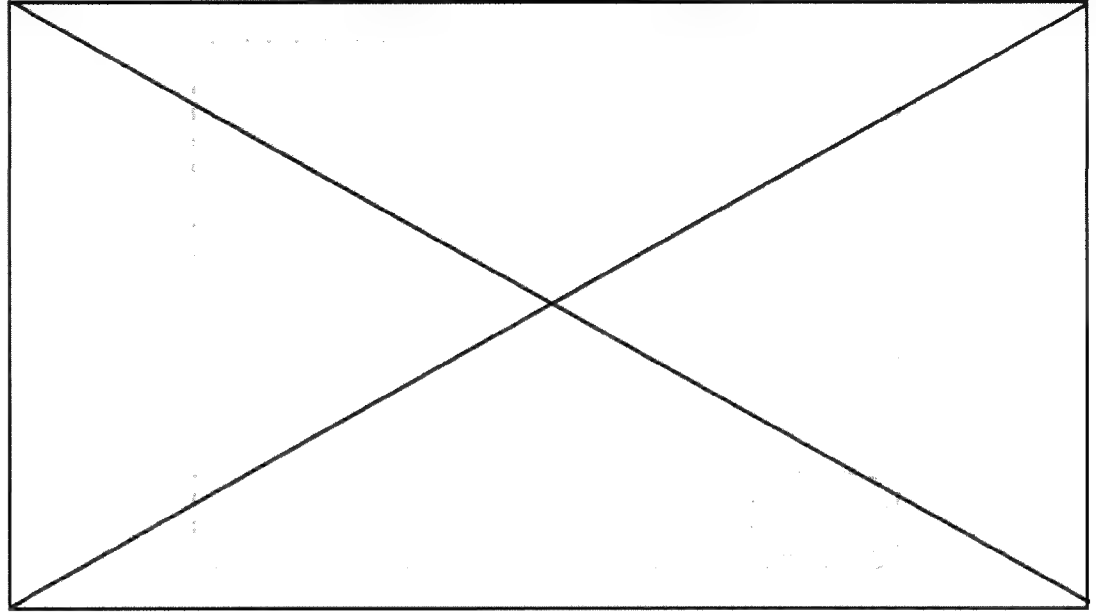


Sc.

Pnl.

Bg.

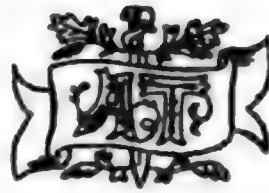
day night



| | |
|---------|-----------|
| Dialog: | OB/ TAKE- |
| Action: | |
| Timing: | |

EPISODE # 1014-116
Production :

ADVENTURE TIME



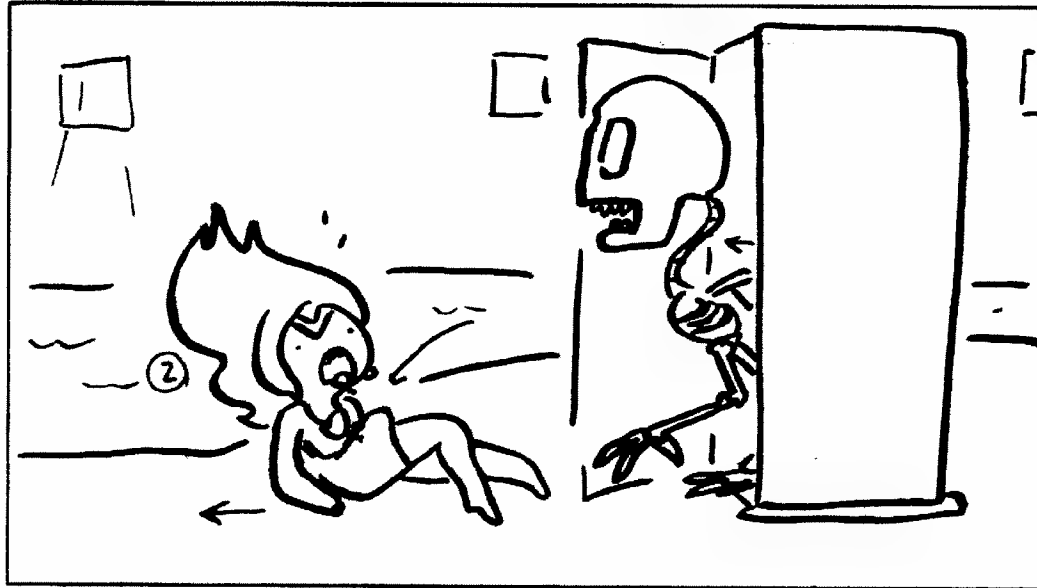
Page 170

Sc. 94

Pnl. B

Bg.

day night

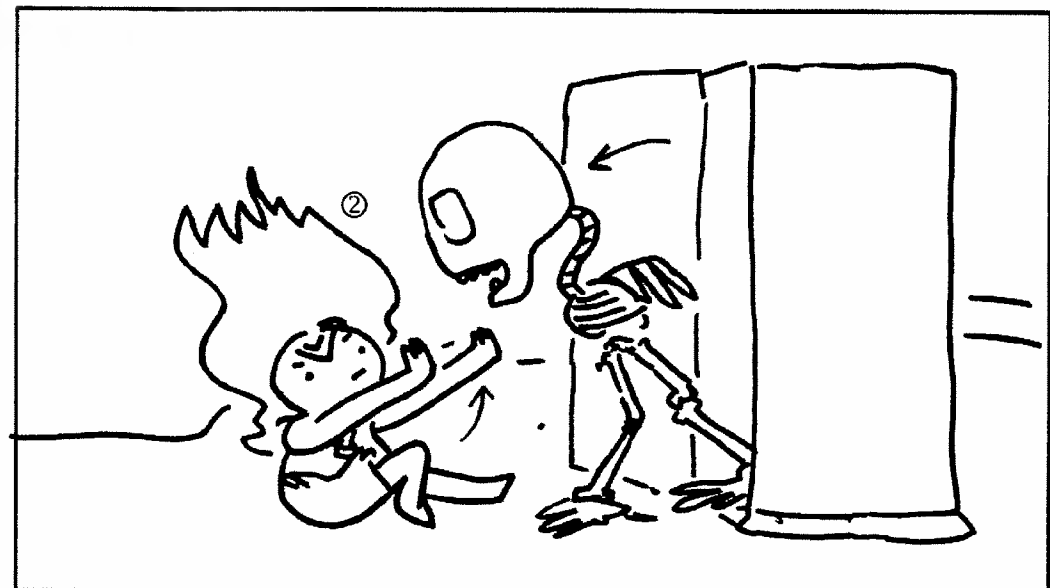


Sc. 94

Pnl. C

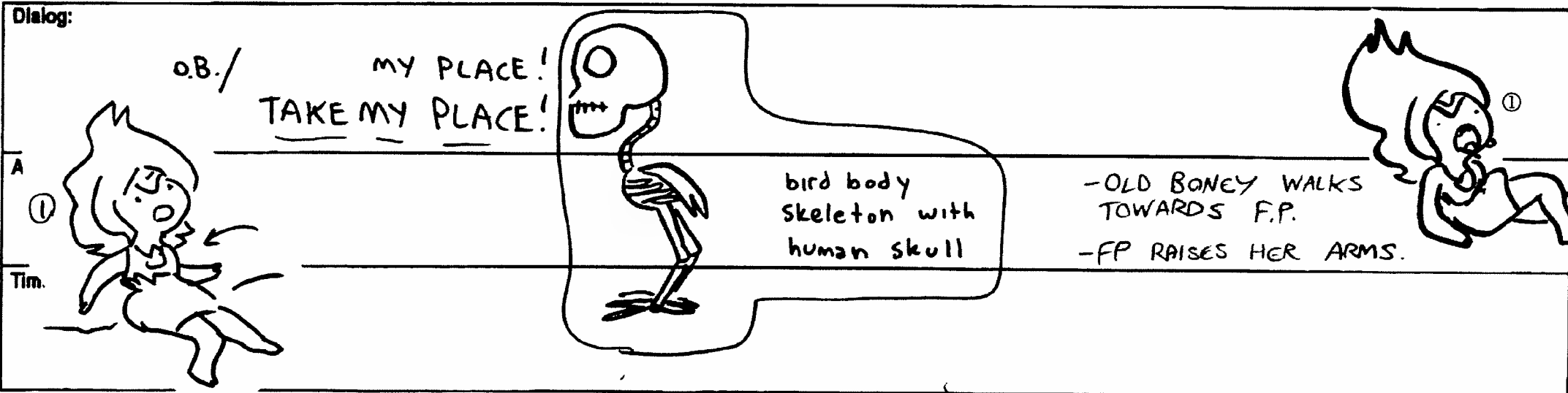
Bg.

day night



EPISODE # 1014-116

Dialog:



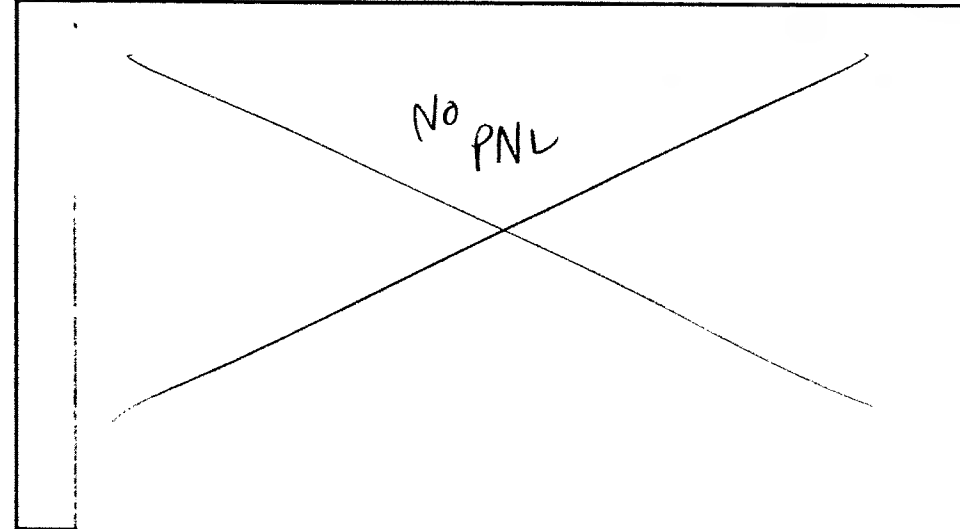
Production

ADVENTURE TIME



Page 171

Sc. Pnl. Bg. day night Sc. 94 Pnl. D Bg. day night



Dialog
O.B.: TAKE MY - AAGH!!
SFX: BLAST
Action

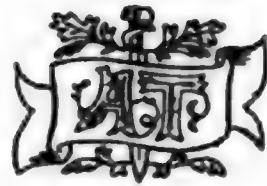
Timing:
1. FP BLASTS OLD BONEY BACK INTO BOX .
ADJ

2. BOX TIPS BACK AS CAMERA ADJUSTS

EPISODE # 1014-116

Production :

ADVENTURE TIME



Sc. 94

Pnl. E

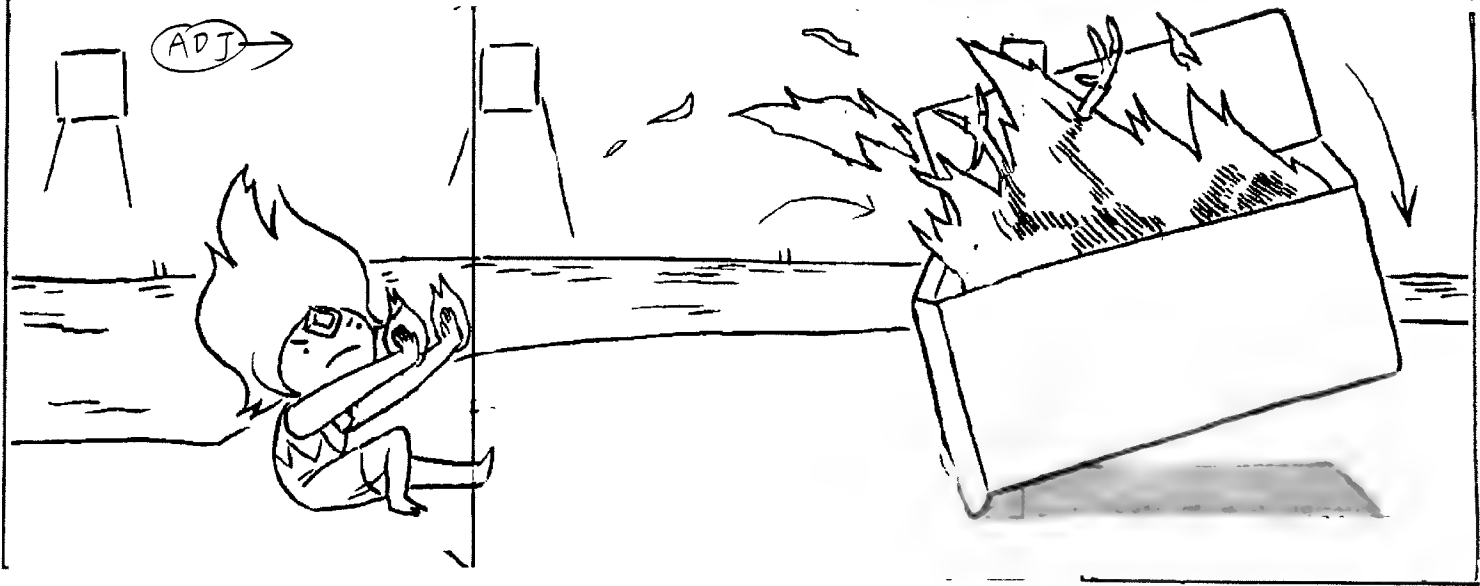
Bg.

day night

Sc.

Pnl.

Bg.



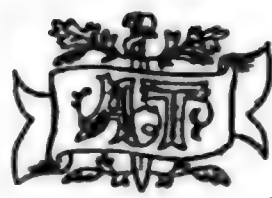
| |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE # 1014-116

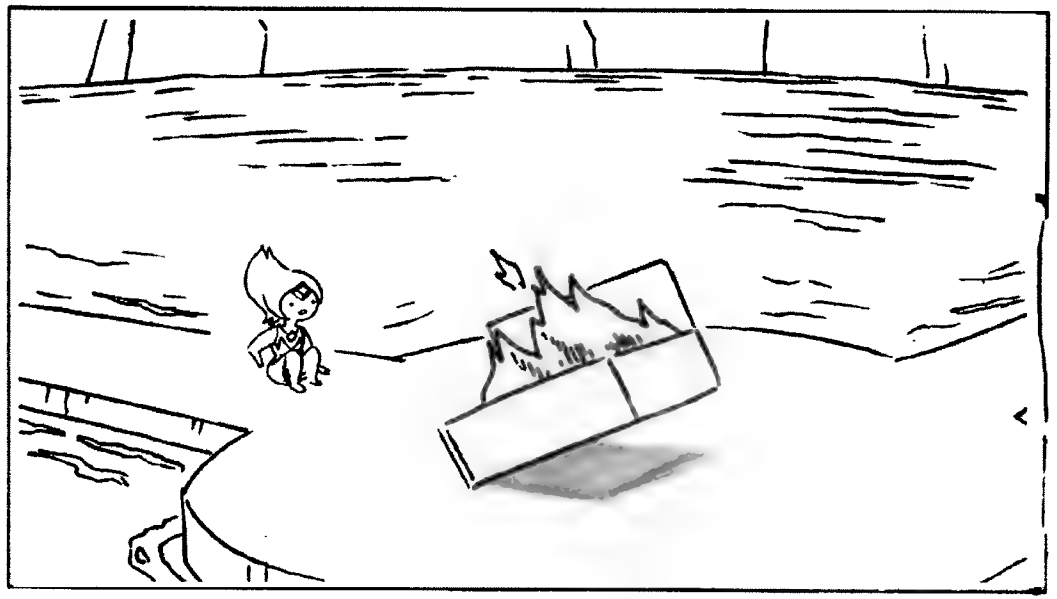
Production :

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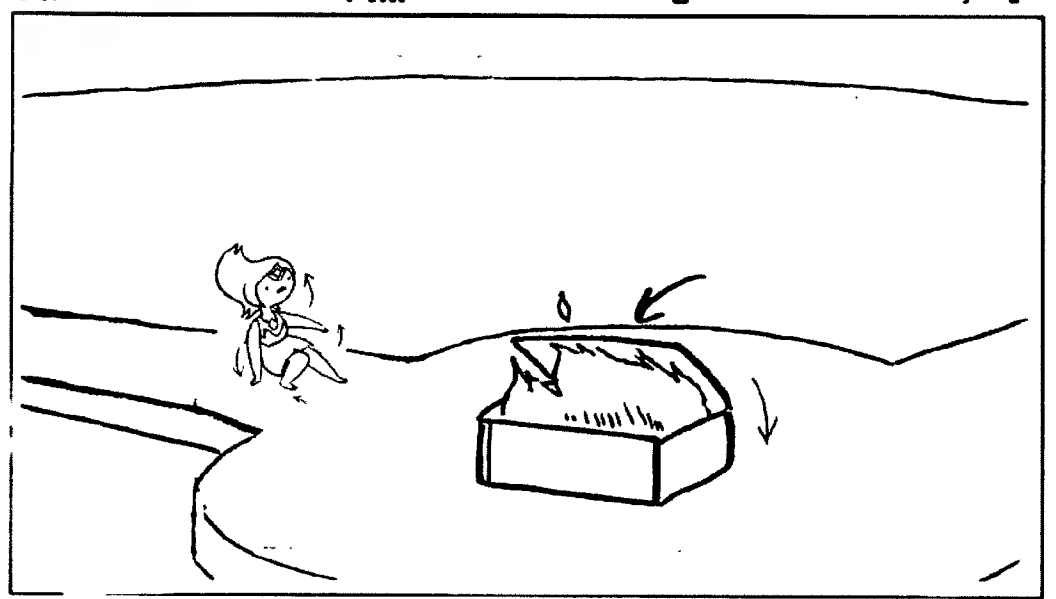
ADVENTURE TIME



Sc. 95 Pnl. A Bg. day night



Sc. 95 Pnl. B Bg. day night

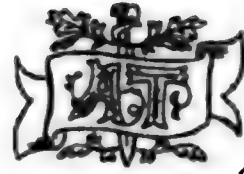


| | |
|---------|-------------------------|
| Dialog: | |
| Action: | -Sarcophagus slams shut |
| Timing: | |

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 173

Sc. 95

Pnl. C

Bg.

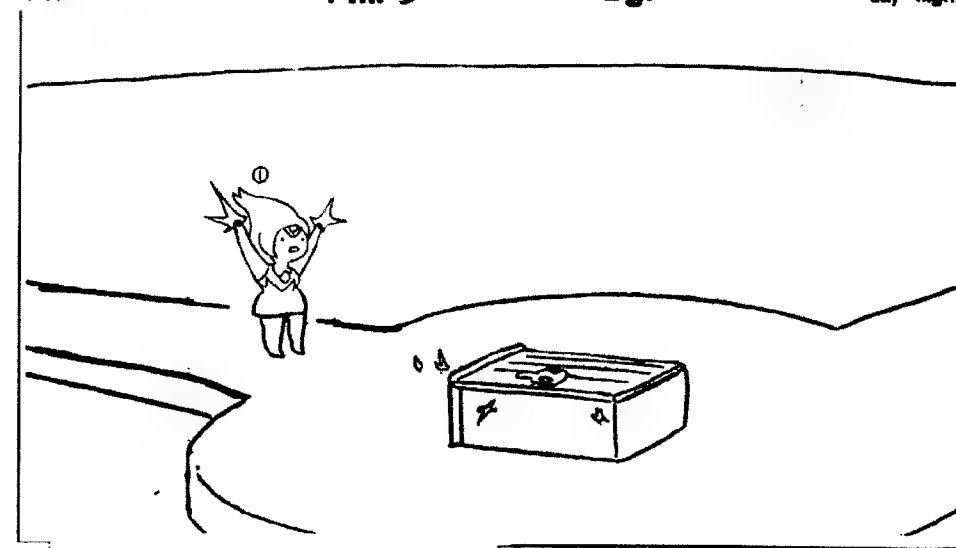
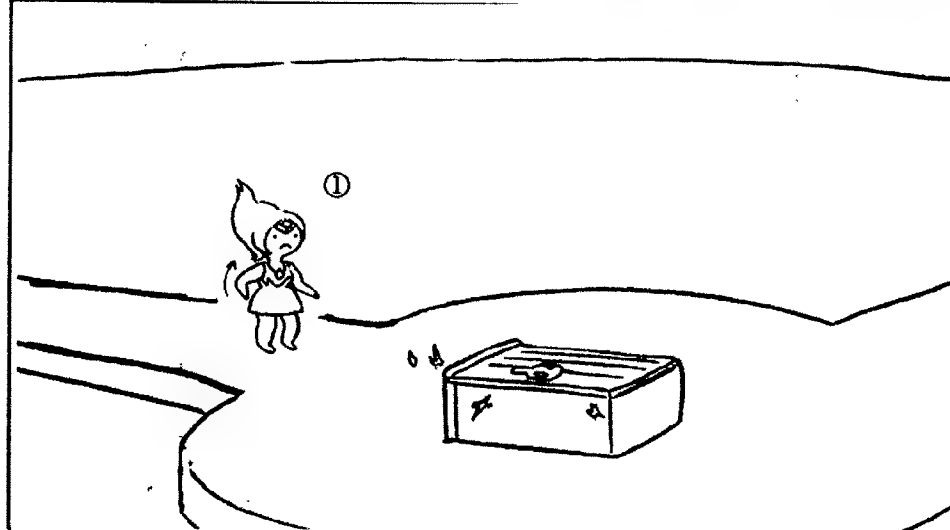
day night

Sc. 95

Pnl. D

Bg.

day night



Dir.

Act.

Timing:

FP: Scatterfire.

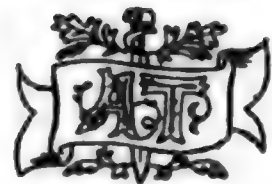


SFX: *SHYUUU*

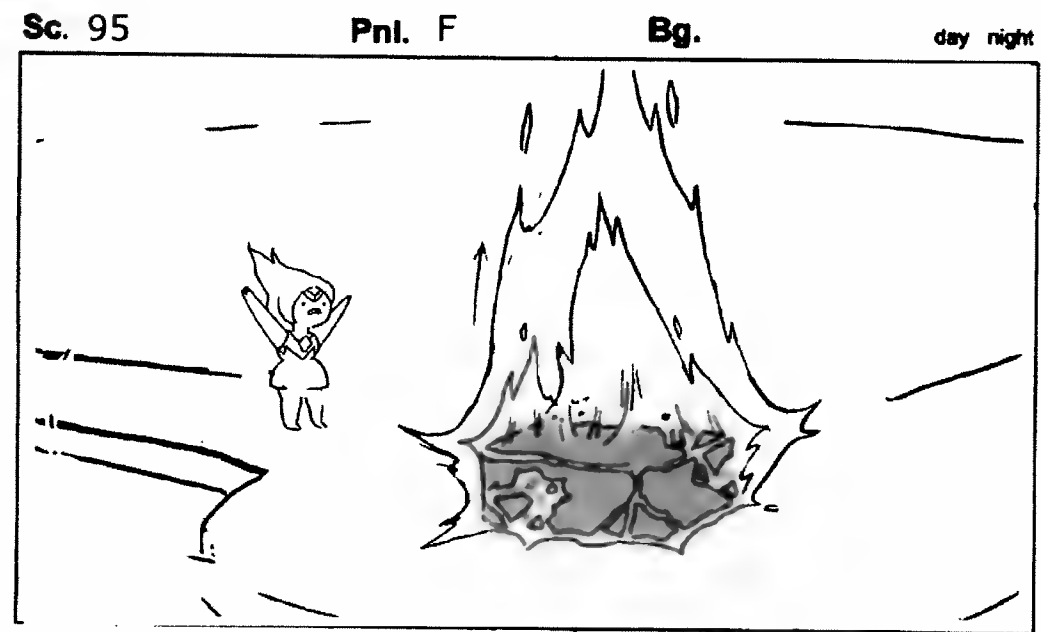
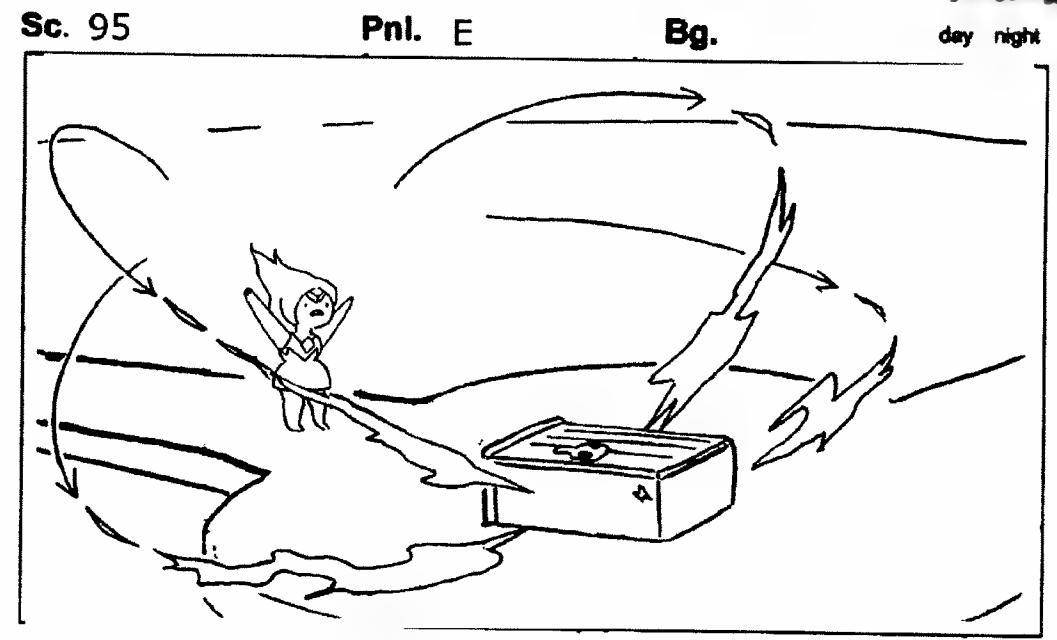
EPISODE # 1014-116

Production :

ADVENTURE TIME



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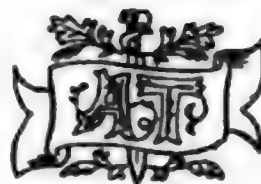


| | |
|---------|--------------------------------------|
| Dialog: | |
| Action: | SFX: *POOM!* |
| Timing: | -Sarcophagus is consumed with flames |

EPISODE # 1014-116

Production :

ADVENTURE TIME



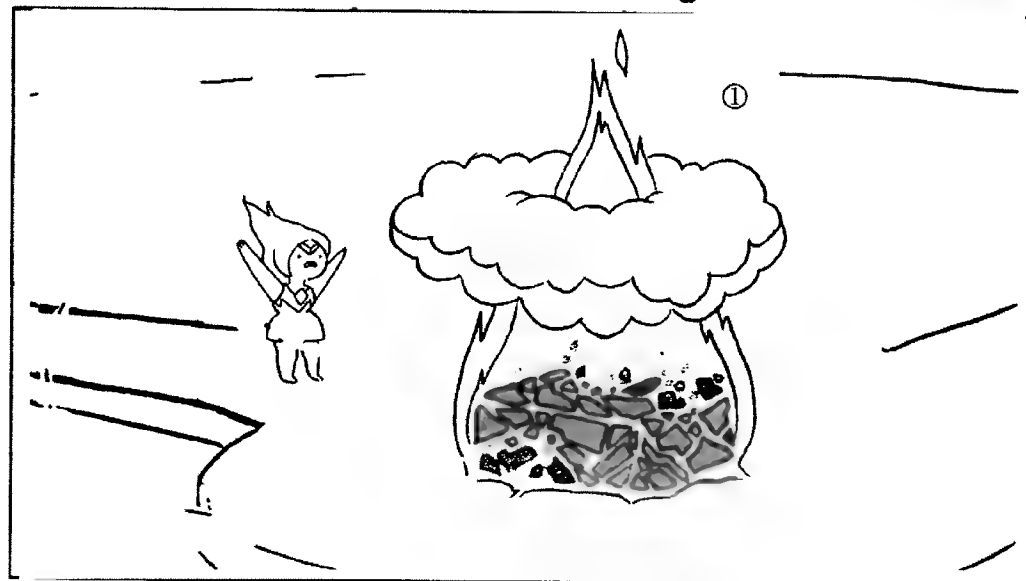
Page 173B

Sc. 95

Pnl. G

Bg.

day night

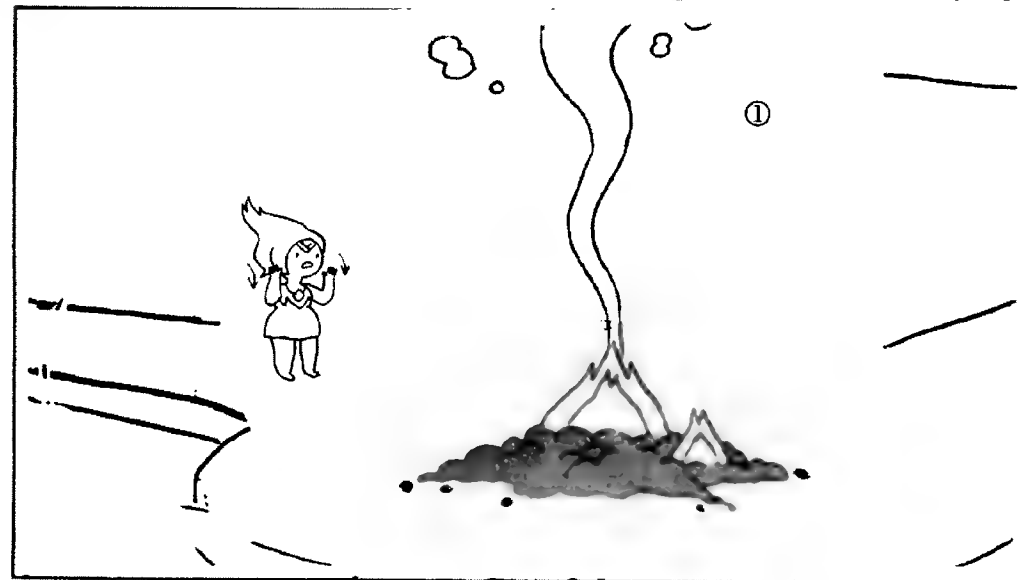


Sc. 95

Pnl. H

Bg.

day night

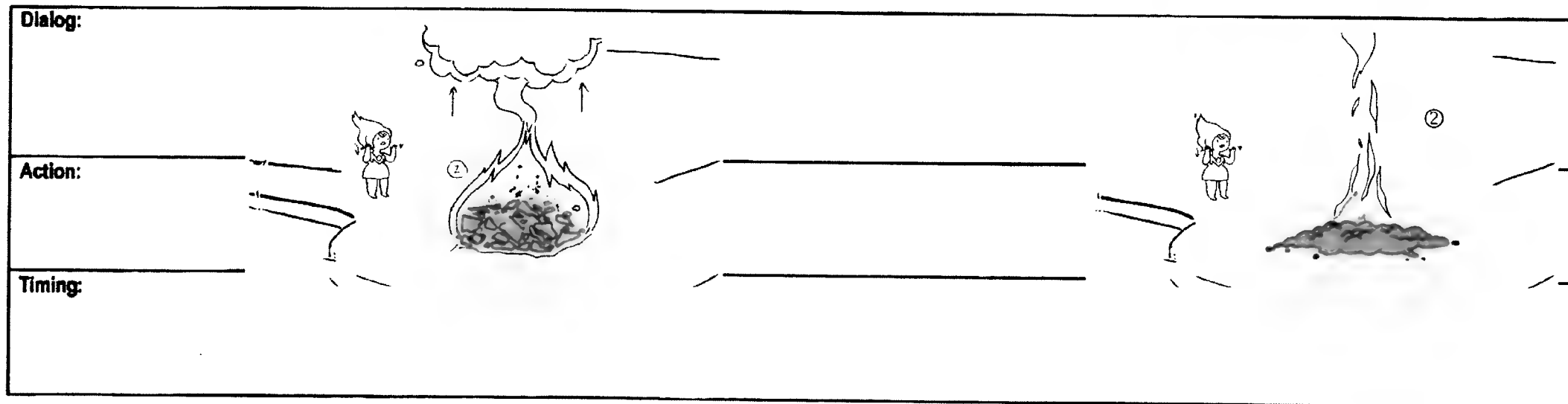


EPISODE # 1014-116

Dialog:

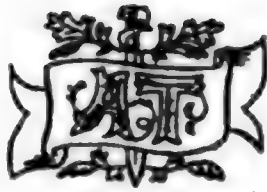
Action:

Timing:



Production :

ADVENTURE TIME



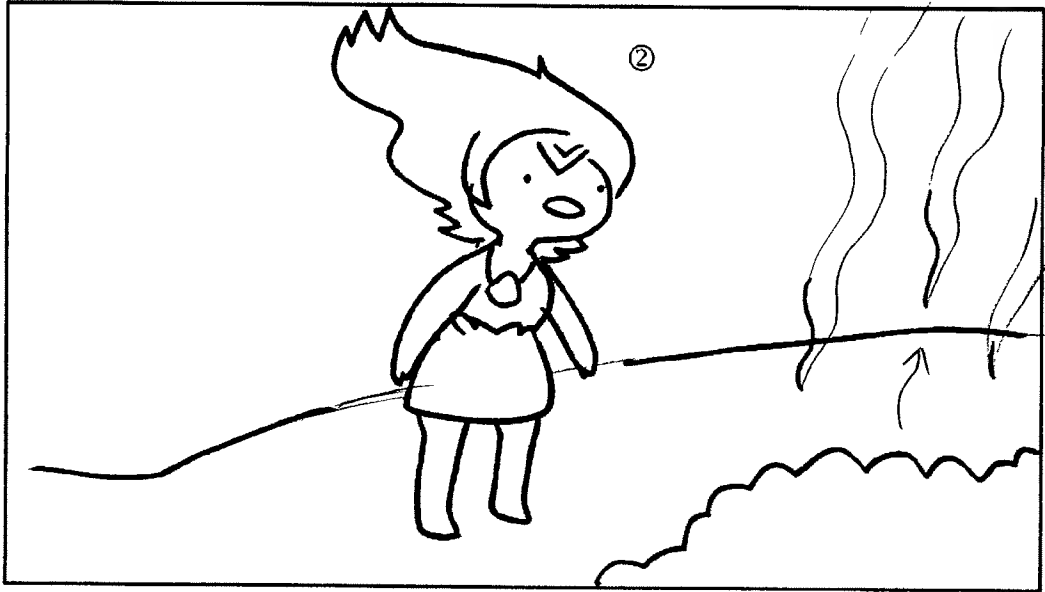
Page 174

Sc. 96

Pnl. A

Bg.

day night

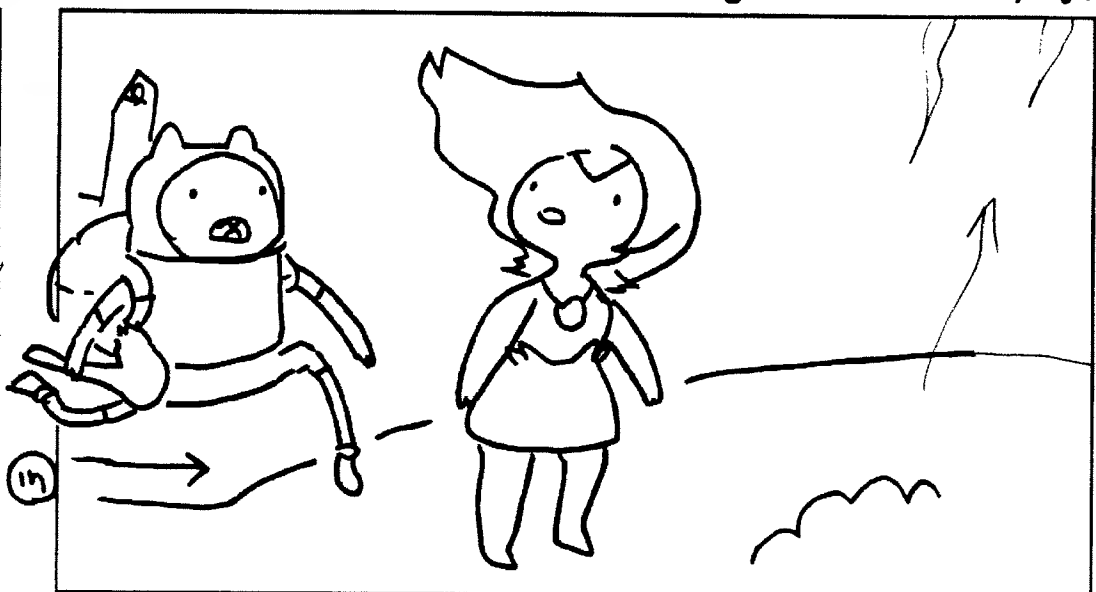


Sc. 96

Pnl. B

Bg.

day night



Dialog:

① FP / (huffing + puffing)

F / NO, NO,

Action:

-FINN RUNS ON/S

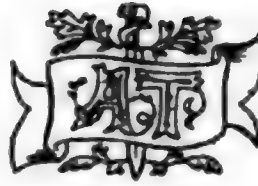
Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME

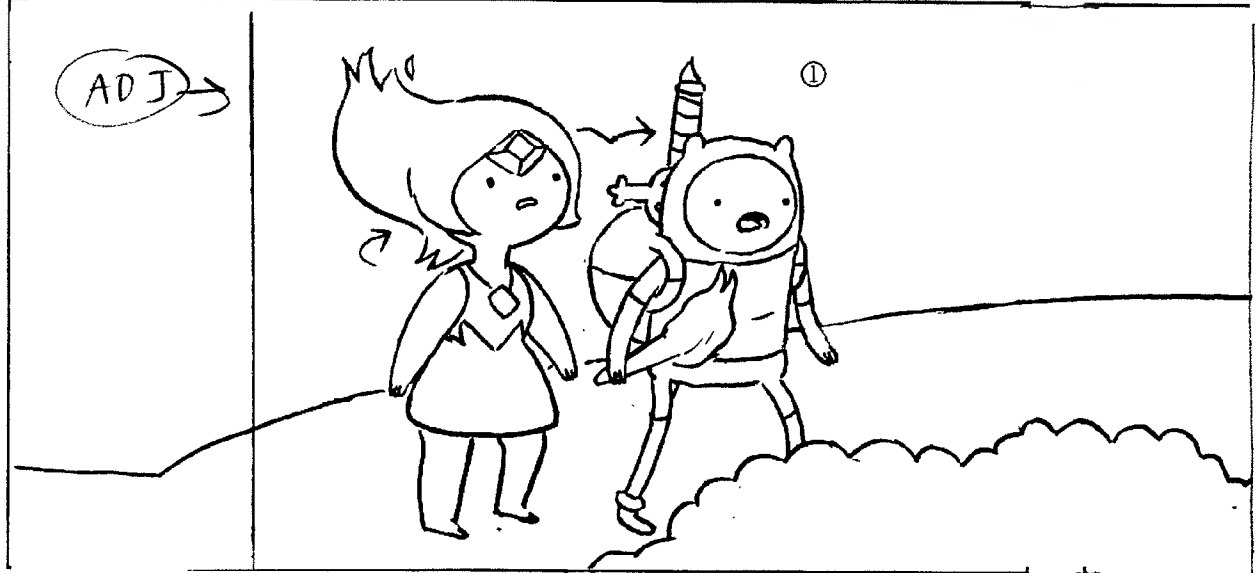


Sc. 96

Pnl. C

Bg.

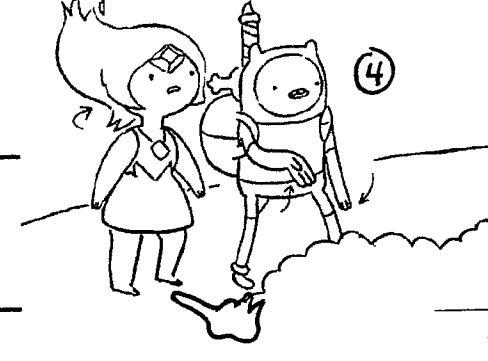
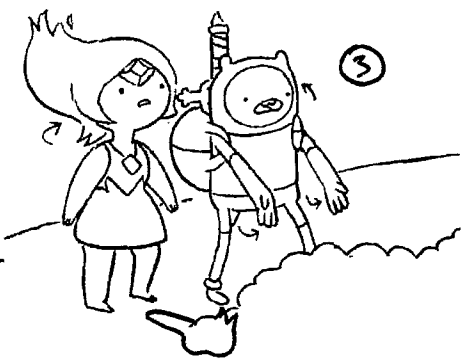
day night



Dialog:

Action:

Timing:



F: WE SHAKE THEM
DOWN FIRST, REMEMBER?

Production :

EPISODE # 1014-116

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ADVENTURE TIME

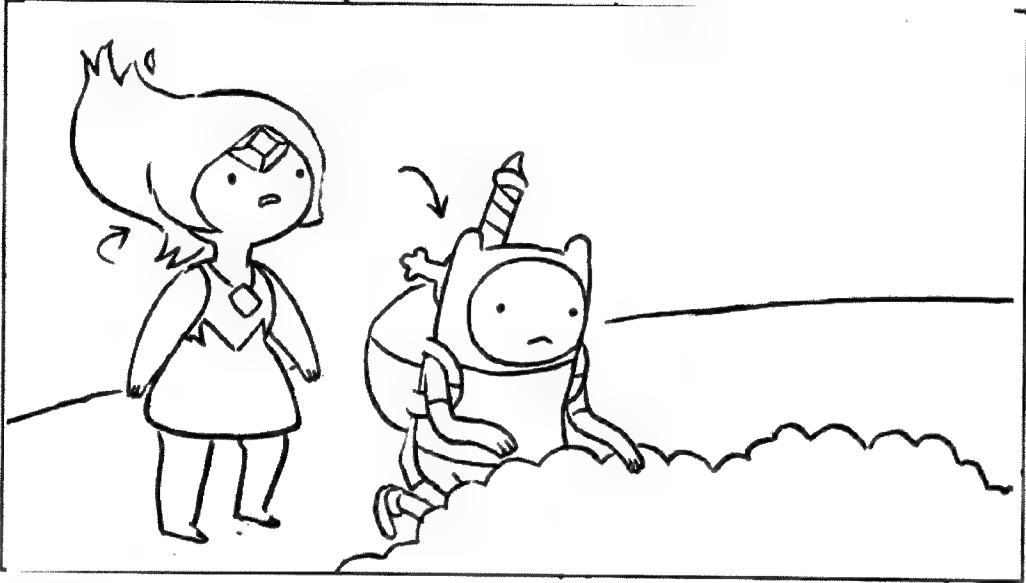


Sc. 96

Pnl. D

Bg.

day night

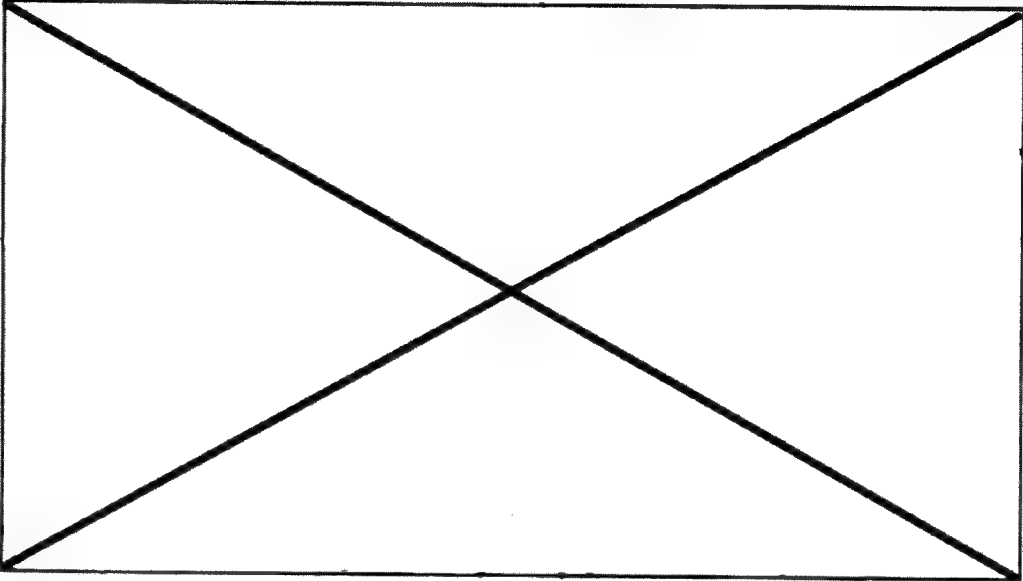


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



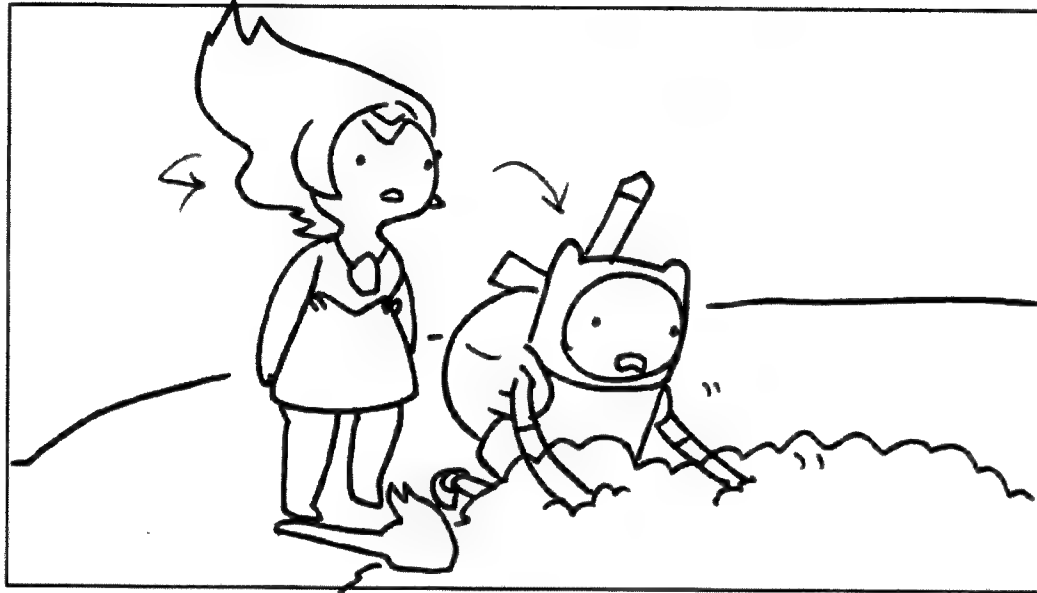
Page 175

Sc. 96

Pnl. E

Bg.

day night

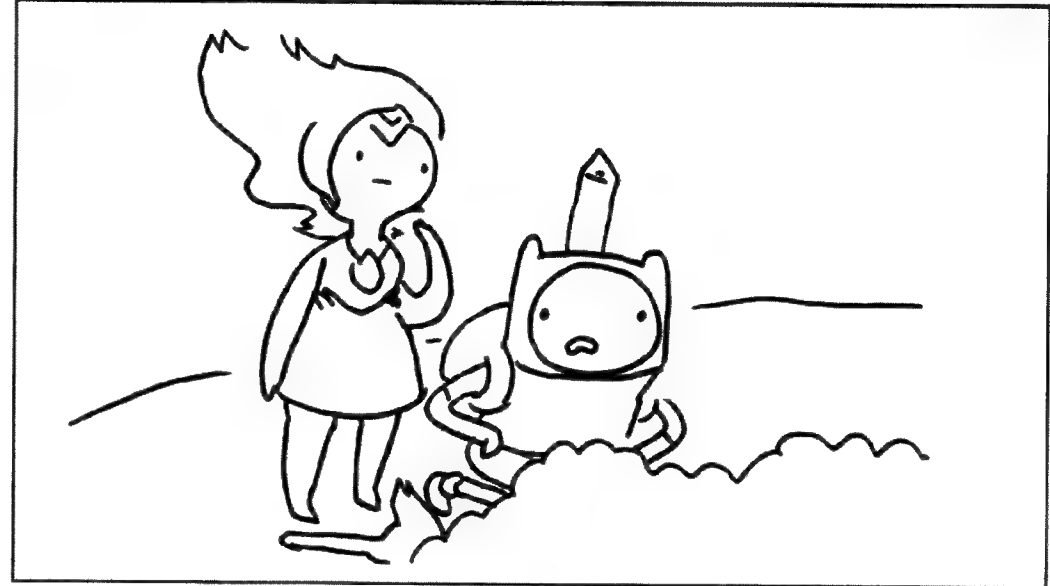


Sc. 96

Pnl. F

Bg.

day night



Dialog:

FP/ HE .. WANTED ME TO
TAKE HIS PLACE

F/ MAN....

Action:

-FINN SEARCHES ASHES.

Timing:

1014-116

EPISODE #

Production :

ADVENTURE TIME



Page 76

Sc. 96

Pnl. G

Bg.

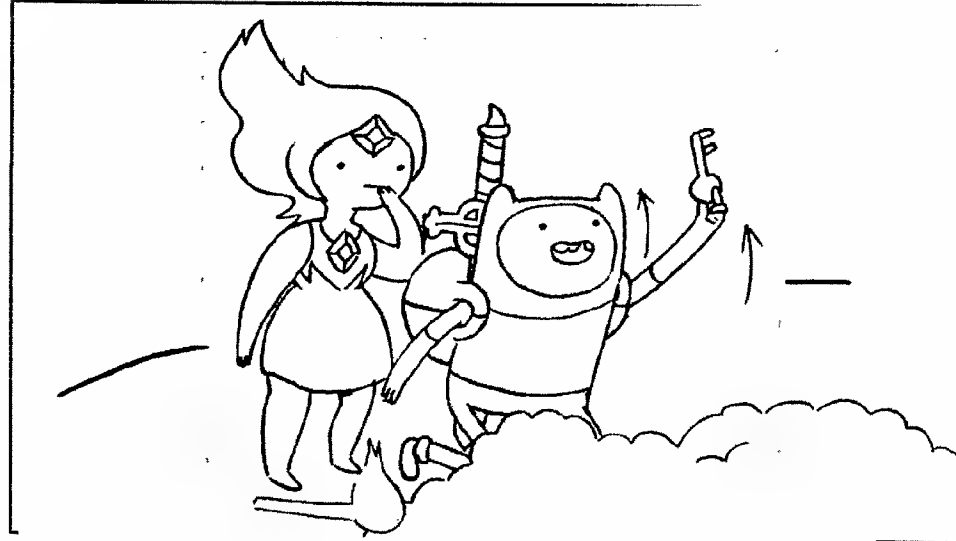
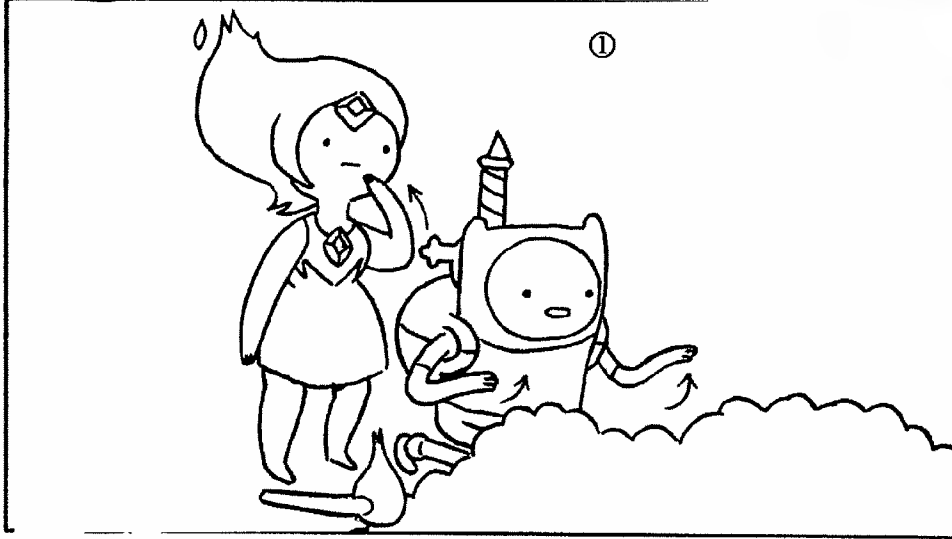
day night

Sc. 96

Pnl. H

Bg.

day night

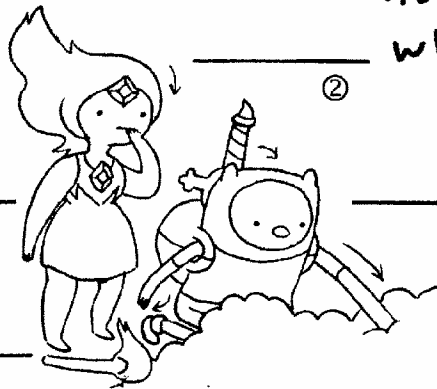


Dialog:

F/ Ooh,
— hold on,
— what's this? —

Action:

Timing:



h2 ha
i/ It's another
key

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 177

Sc. 96

Pnl. I

Bg.

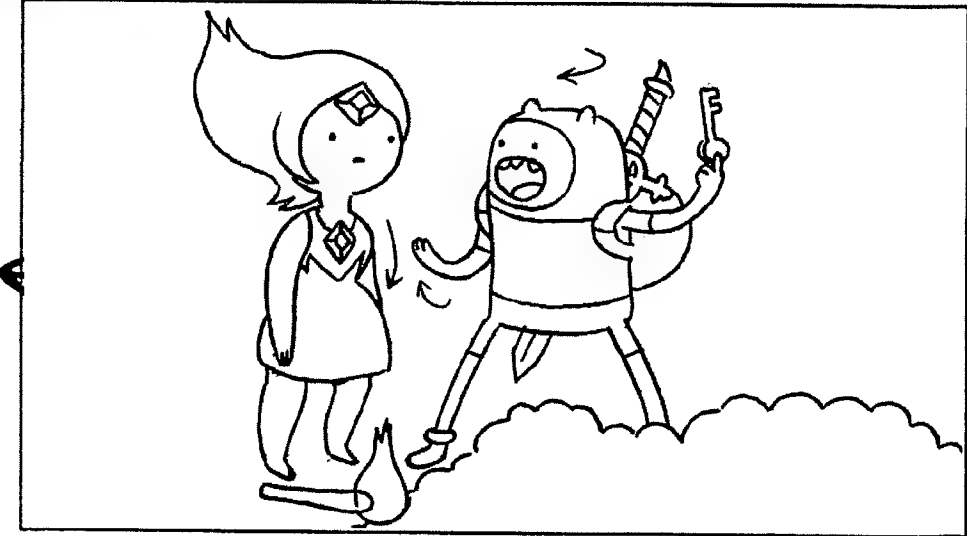
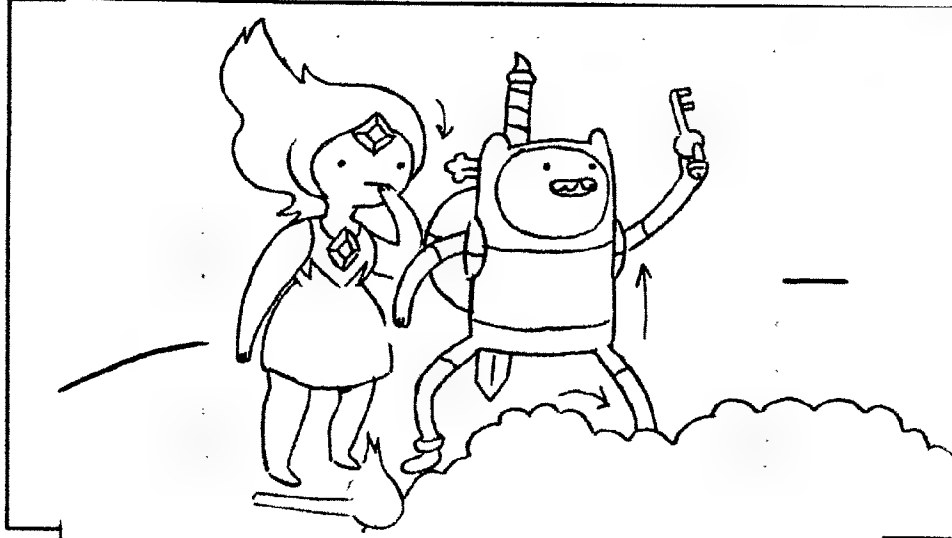
day night

Sc. 96

Pnl. J

Bg.

day night



Dialog

ⓕ Now we get to go
back to the
beginning!

Action

ⓕ Woo hoo!

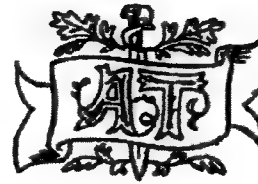
-FINN RUNS OFF/S

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME

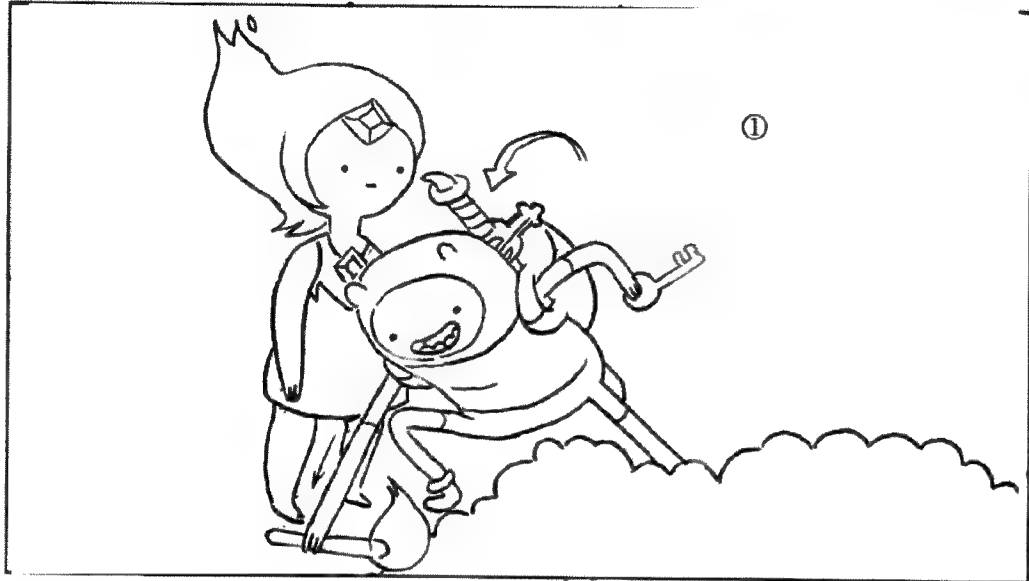


Sc. 96

Pnl. K

Bg.

day night

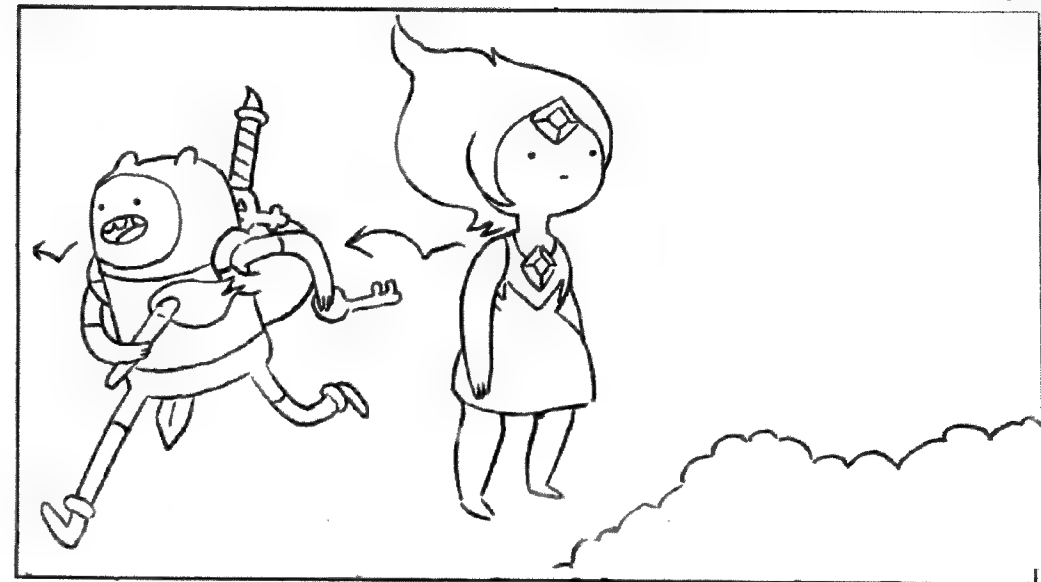



Sc. 96

Pnl. L

Bg.

day night

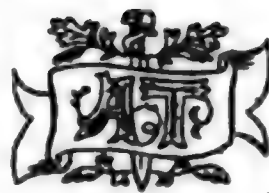


| | |
|---------|--|
| Dialog: |  |
| Action: | |
| Timing: | |

EPISODE # 1014-116

Production :

ADVENTURE TIME

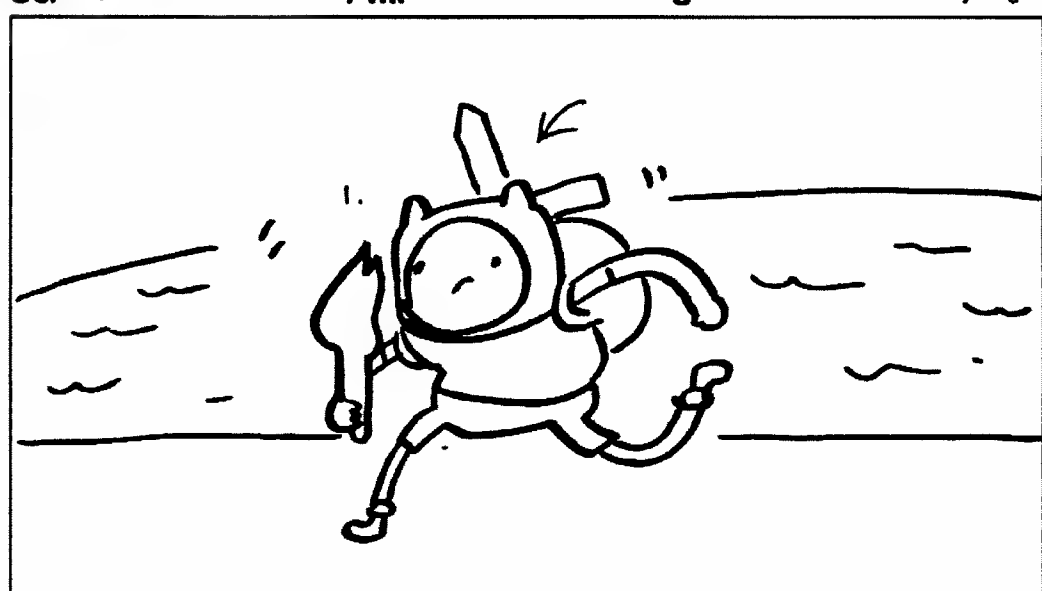


Page 178

Sc. 97 Pnl. A Bg. day night



Sc. 98 Pnl. A Bg. day night



EPISODE # 1014-116

Dialog:

FP/ FINN, I'M NOT HAVING ANY FUN

- FINN STOPS SHORT
- FINN TURNS AROUND.

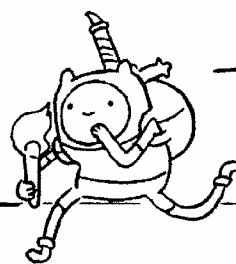
F/ WHAT ? WHY ?

Ac

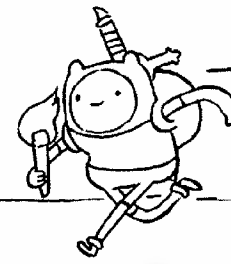
Time



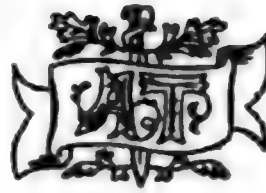
(BG) →



(BG) →

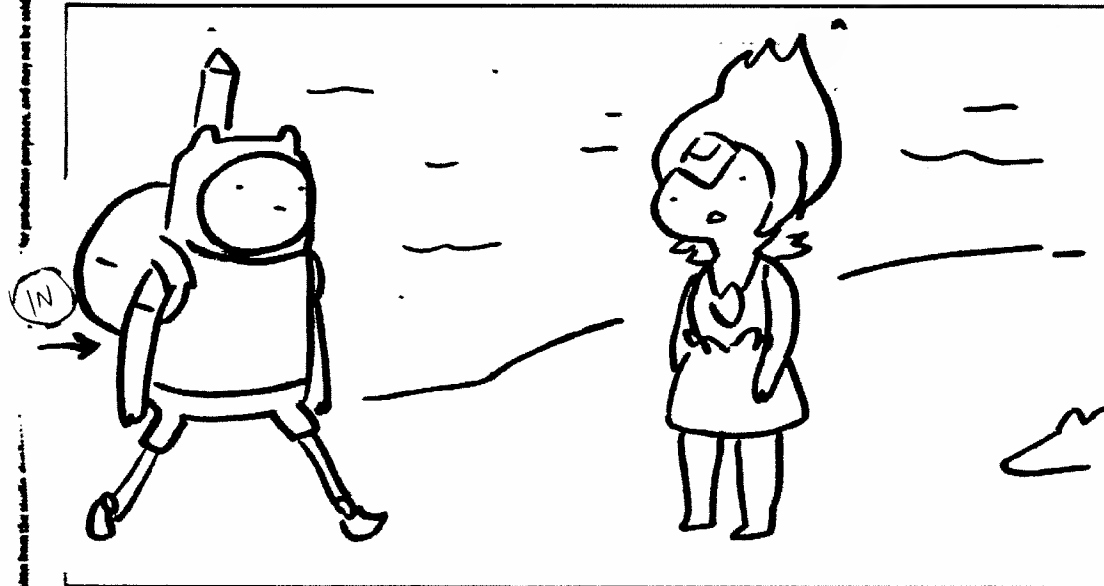


ADVENTURE TIME

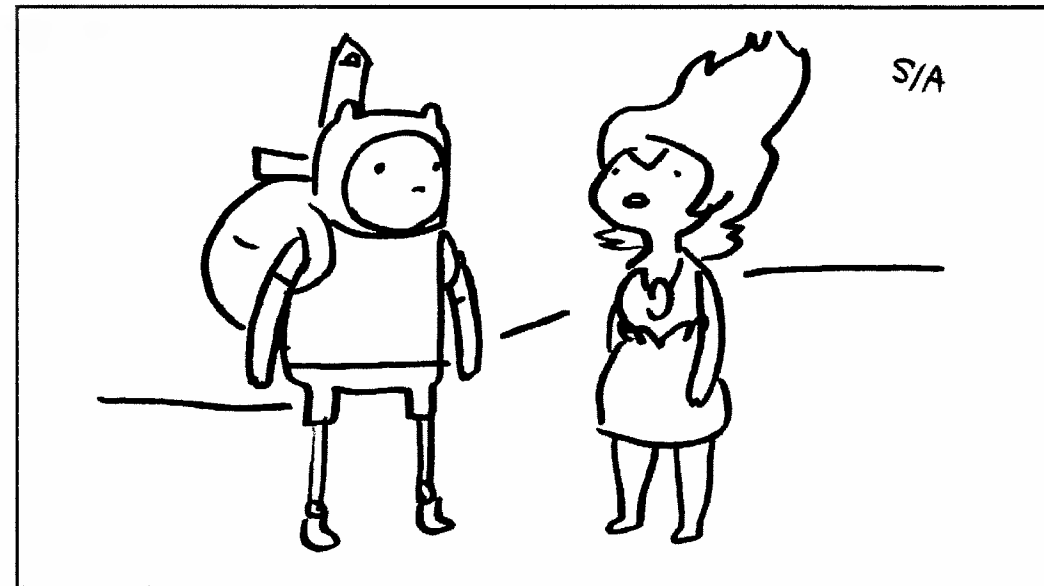


Page 179

Sc. 98A Pnl. A Bg. day night



Sc. 98A Pnl. B Bg. day night



Dialog:

FP/ YOU KEEP WANTING ME
TO DO THINGS YOUR WAY..

FP/ ... BUT I DON'T LIKE
DOING THINGS YOUR WAY

Action: - FINN WALKS BACK TO FP.

-FINN STOPS NEXT TO F.P

-PAN W/ FINN

Timing:

EPISODE # 1014-116

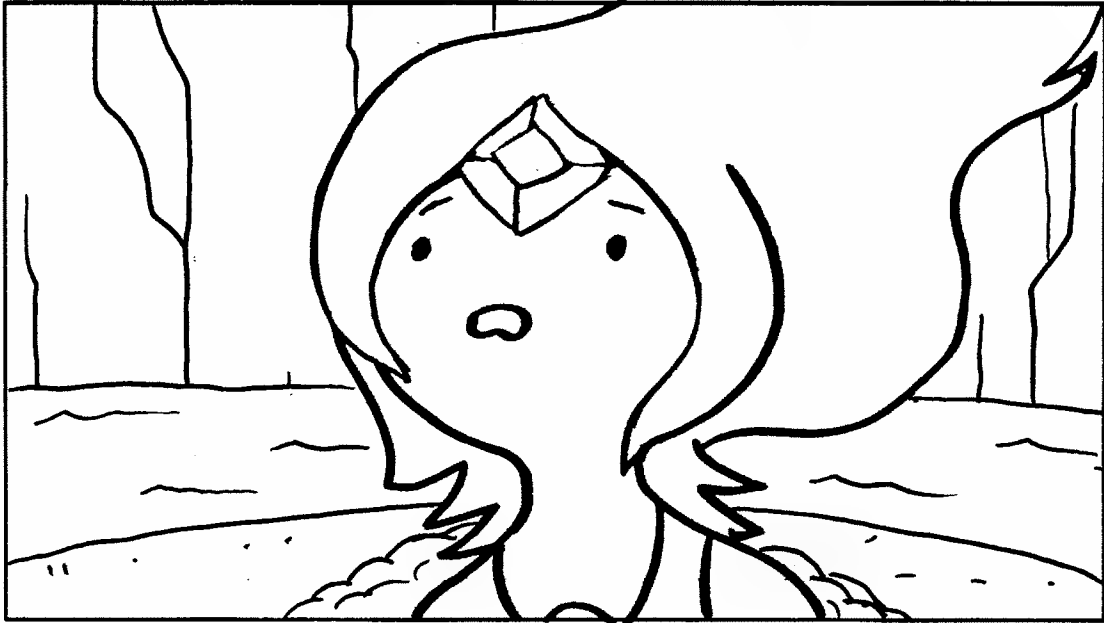
Production :

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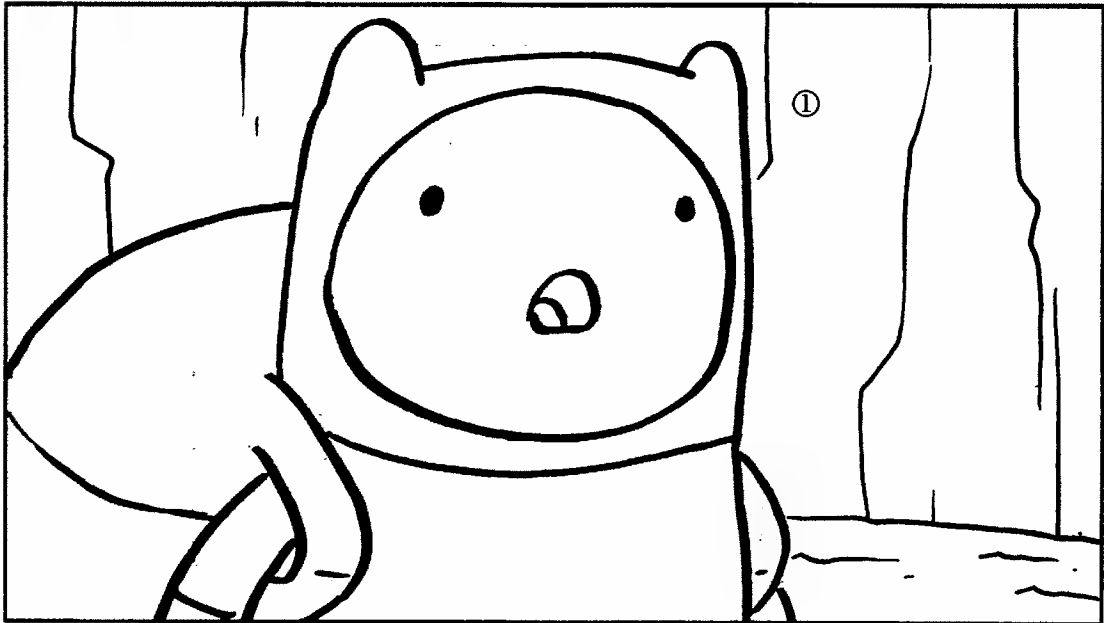
ADVENTURE TIME



Sc. 99 Pnl. A Bg. day night



Sc. 100 Pnl. A Bg. day night



Dialog:

FP/ IS THAT BECAUSE
I AM EVIL?

F/ WHAT?! NO WAY!
THAT'S ... NO !

Action:

Timing:

② — ③ — ④

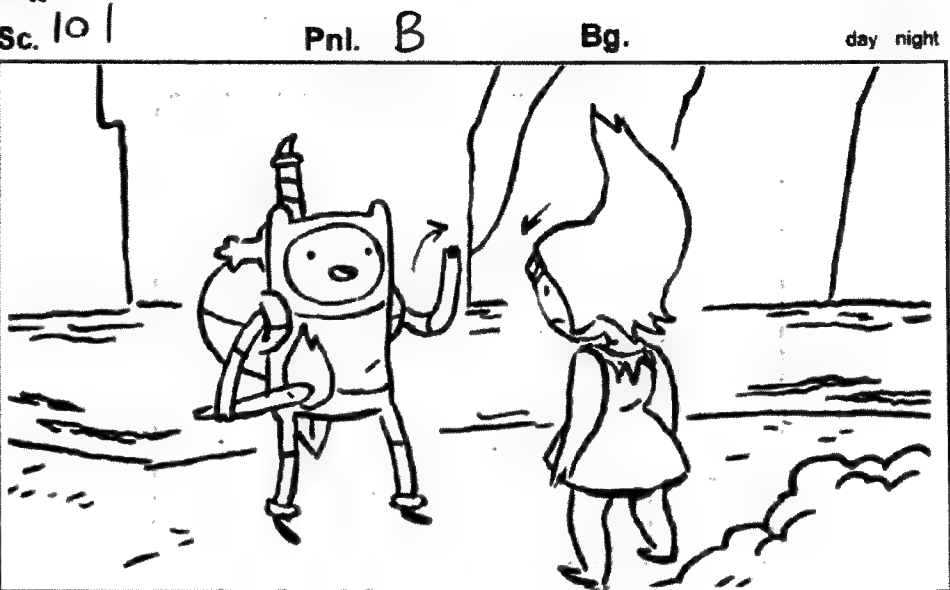
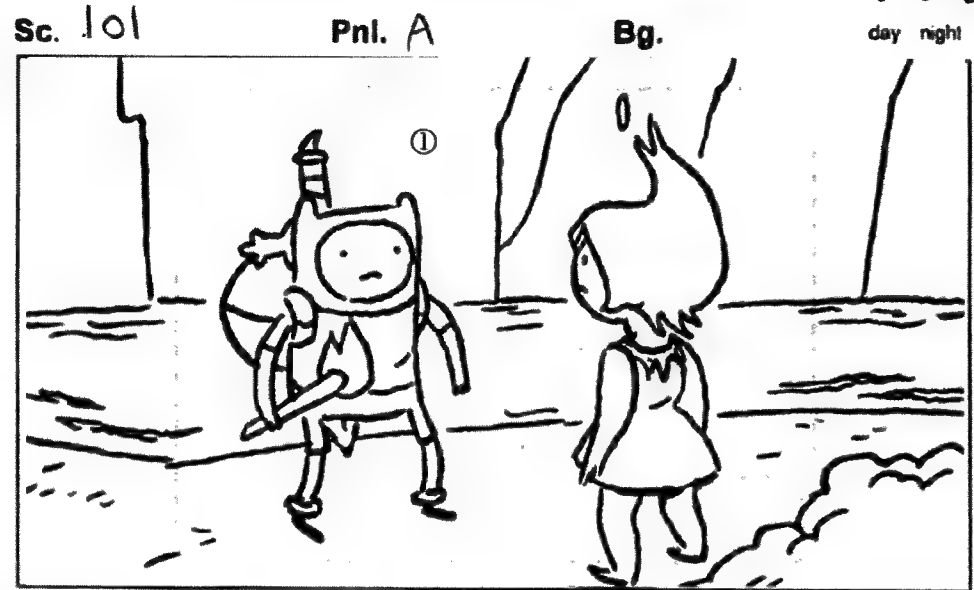
EPISODE # 1014-116

Production :

ADVENTURE TIME



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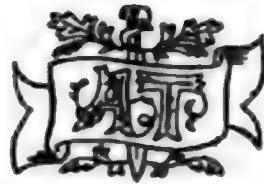
| | | |
|---------|------------|------------------------|
| Dialog: | F / uh ... | F / hey you know what? |
| Action: | | |
| Timing: | | |

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Production :

ADVENTURE TIME

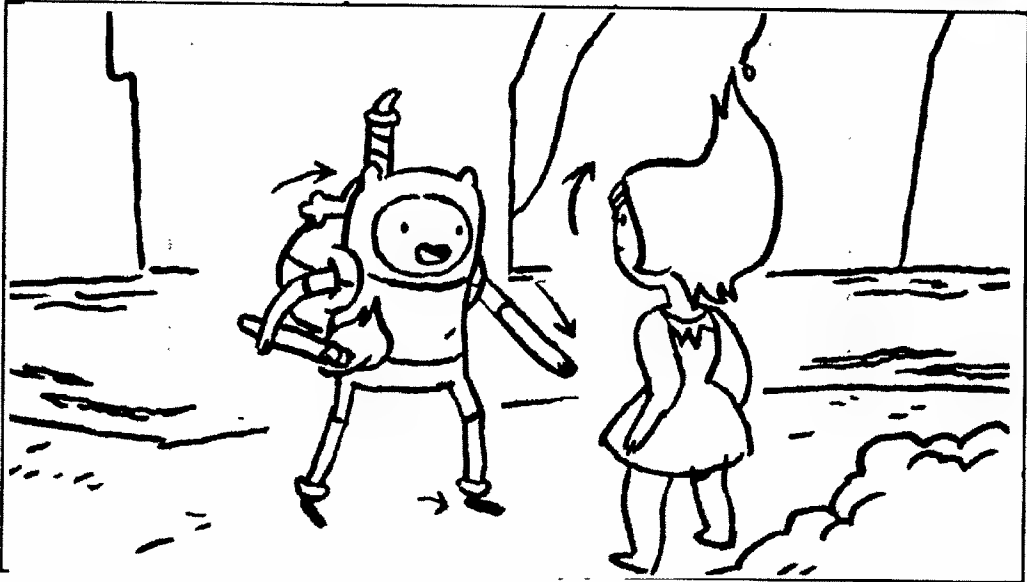


Sc. 101

Pnl. C

Bg.

day night

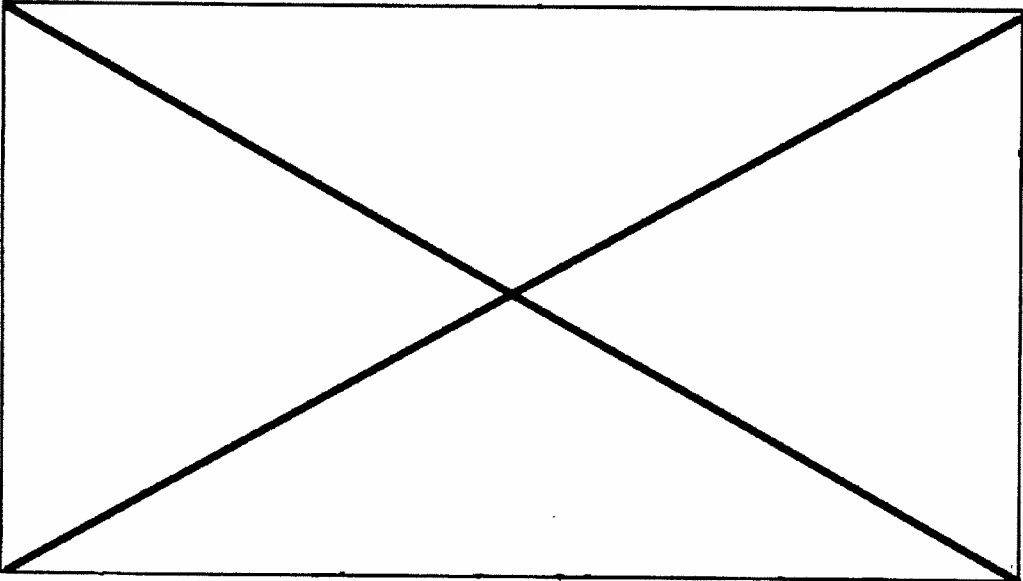


Sc.

Pnl.

Bg.

day night



Dialog:

F: Lets do things

Action:

Your way.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



Sc. 102

Pnl. A

Bg.

day night



Sc. 102

Pnl. B

Bg.

day night



Dialog:

FP: Really?

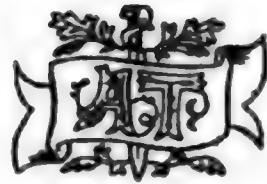
Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME

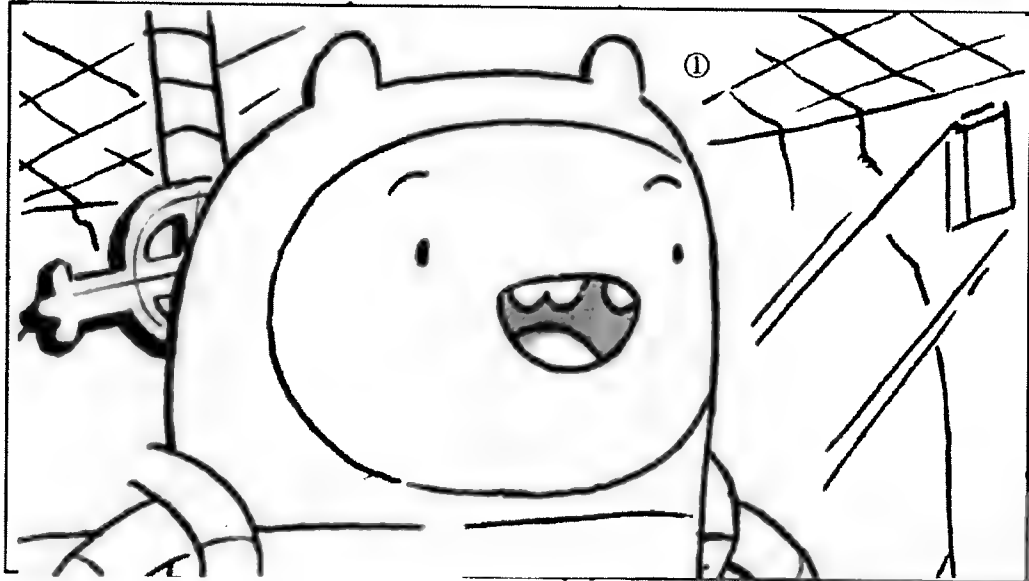


Sc. 103

Pnl. A

Bg.

day night

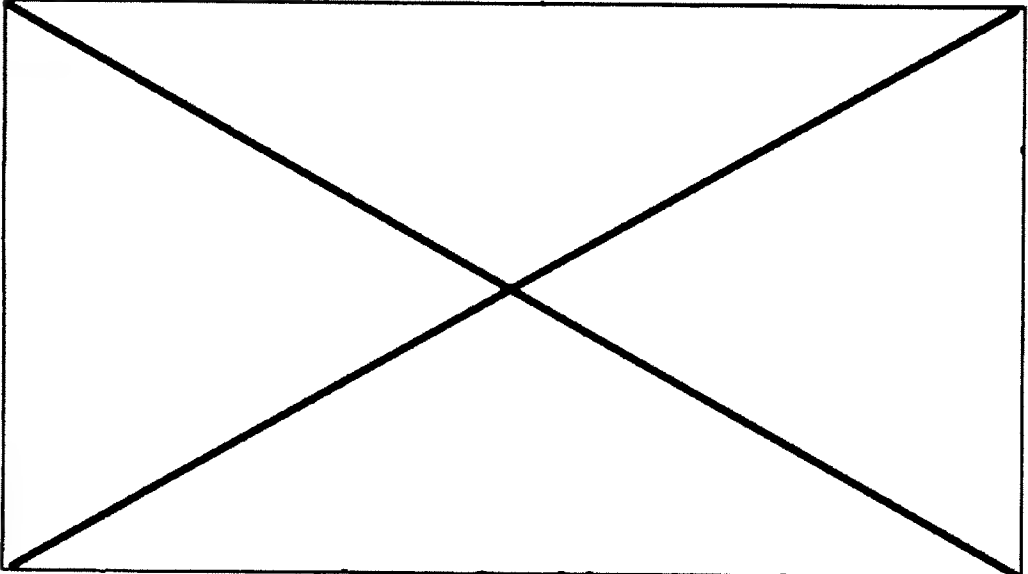


Sc.

Pnl.

Bg.

day night

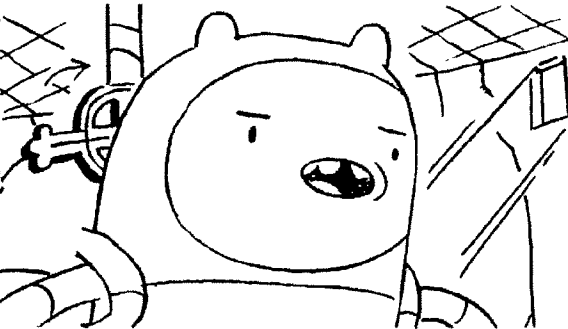


EPISODE # 1014-116

Dialog:

Action:

Timing:



F! Yeah!

(ALT)

I'VE BEEN ACTING AN

UNCOUTH ROGUE, M'LADY.

Production :

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ADVENTURE TIME



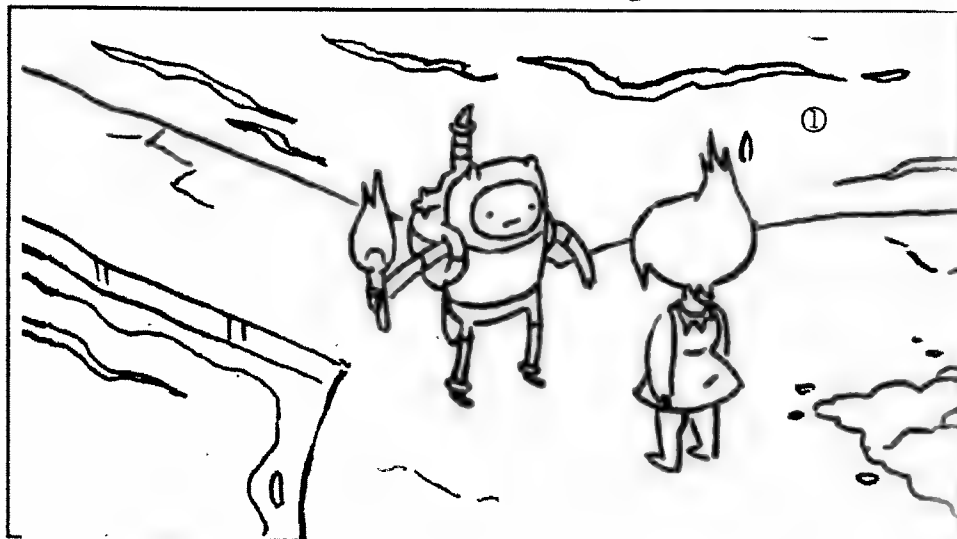
Page 183

Sc. 104

Pnl. A

Bg.

day night

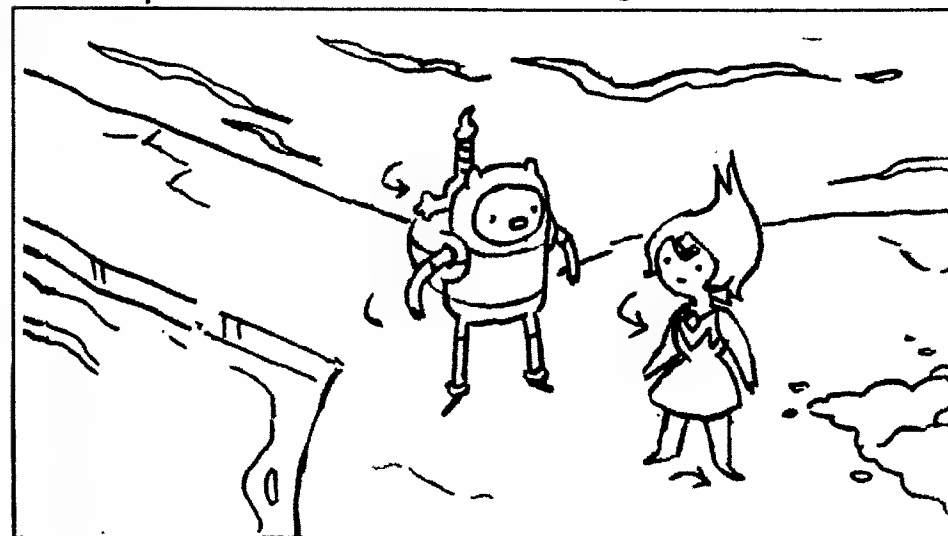


Sc. 104

Pnl. B

Bg.

day night

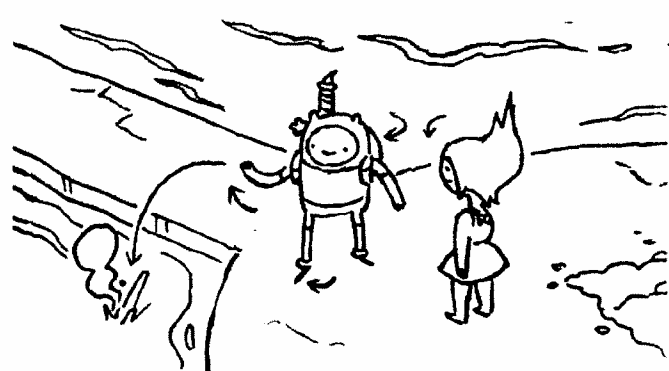


Dialog:

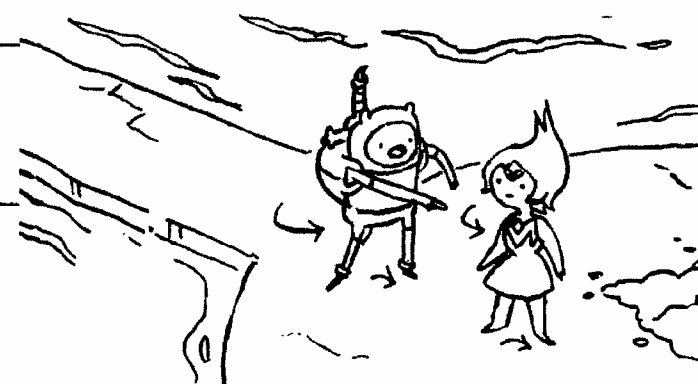
② SO
F OK, there's a DOOR
over THERE

Action:

- FINN TOSSES TORCH IN WATER
- FINN POINTS TO THE RIGHT.



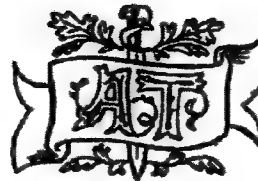
②



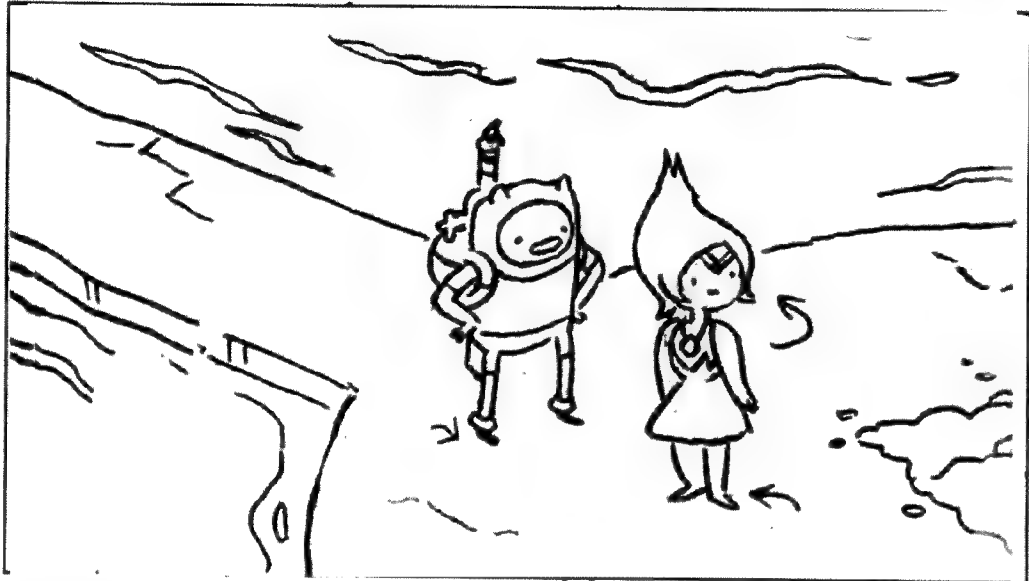
EPISODE # 1014-116

Production :

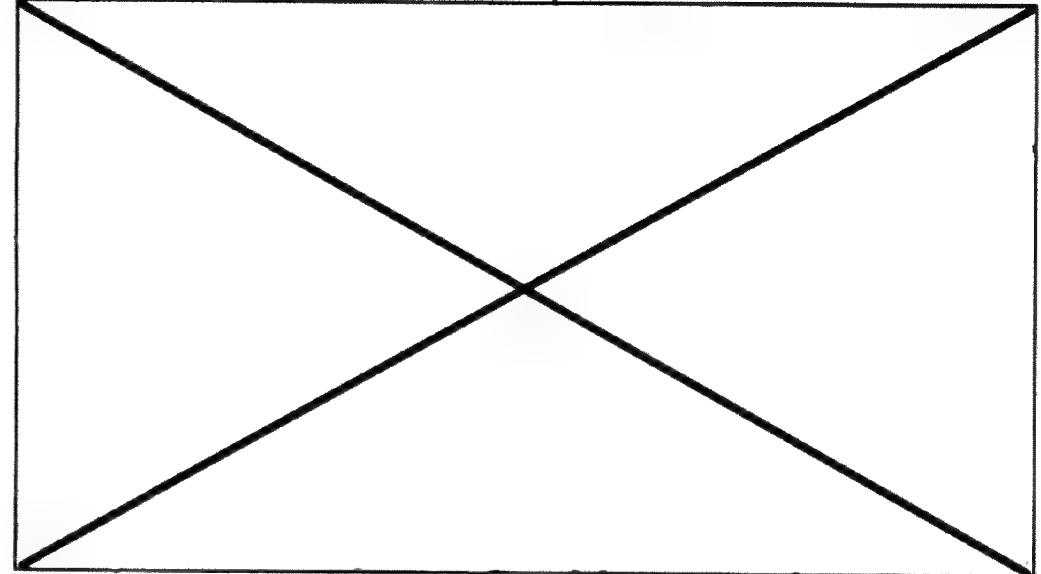
ADVENTURE TIME



Sc. 183 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



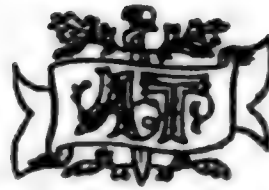
| |
|-----------------------------|
| Dialog: |
| ⑥ WHAT do you WANT 2 do? |
| Action: |
| Timing: |

EPISODE # 1014-116

Production :

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ADVENTURE TIME



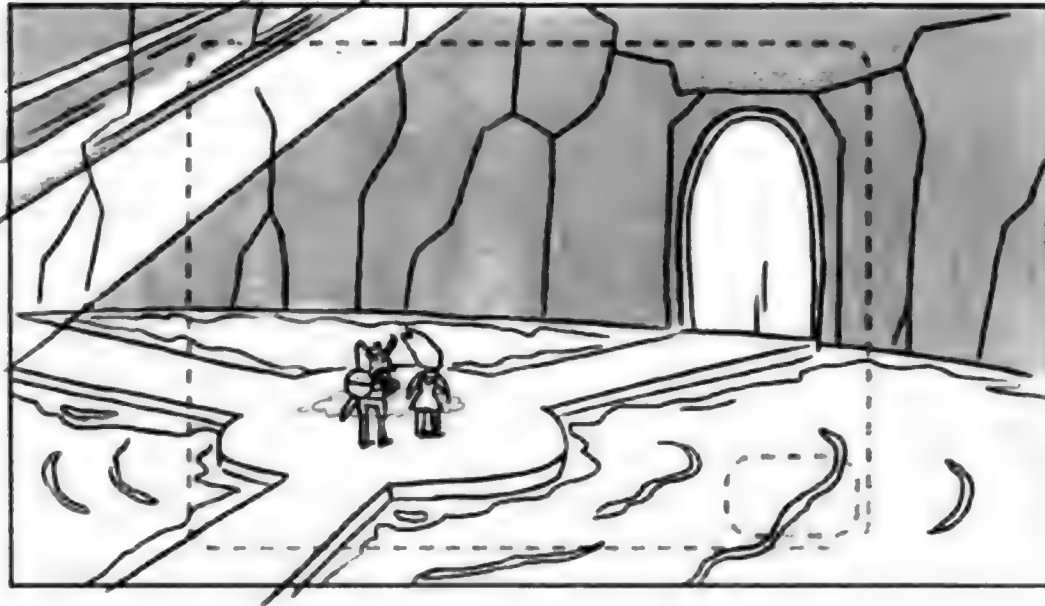
Page 184

Sc. 105

Pnl. A

Bg.

day night

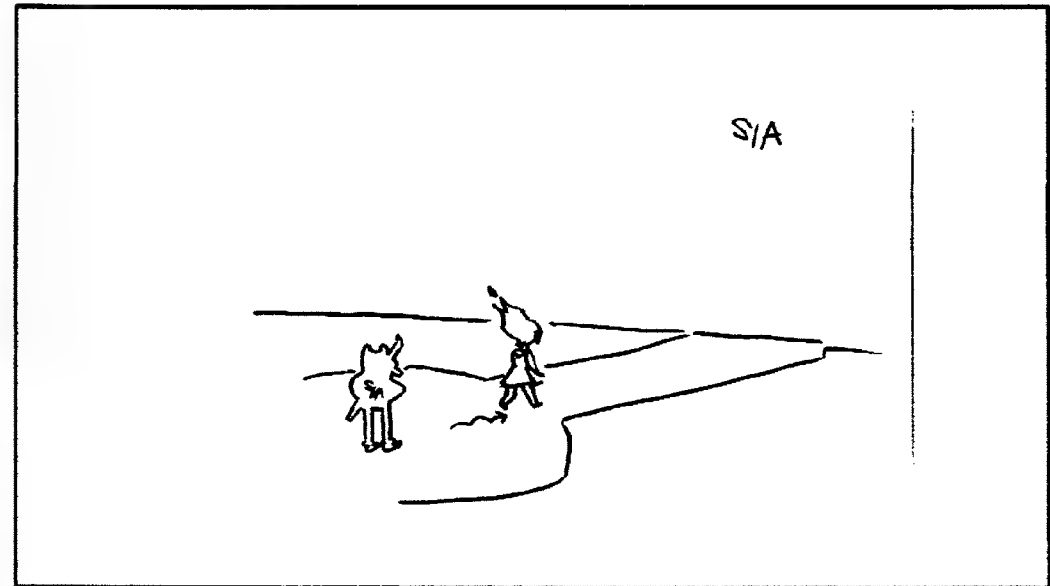


Sc. 105

Pnl. B

Bg.

day night



Dialog:

Action:

- FP TAKES A FEW STEPS FORWARD.

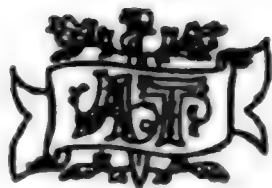
Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME

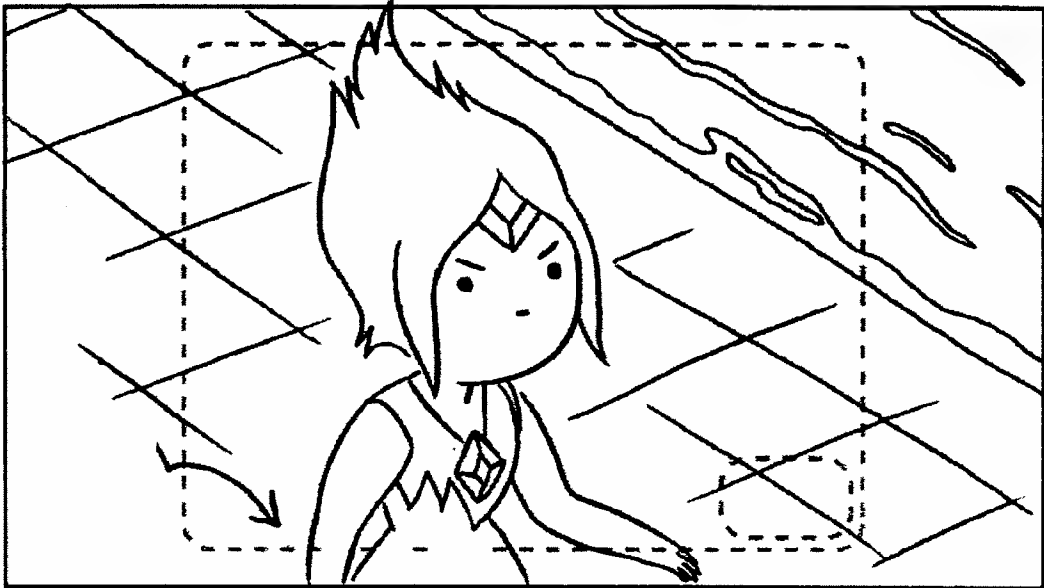


Sc. 106

Pnl. A

Bg.

day night

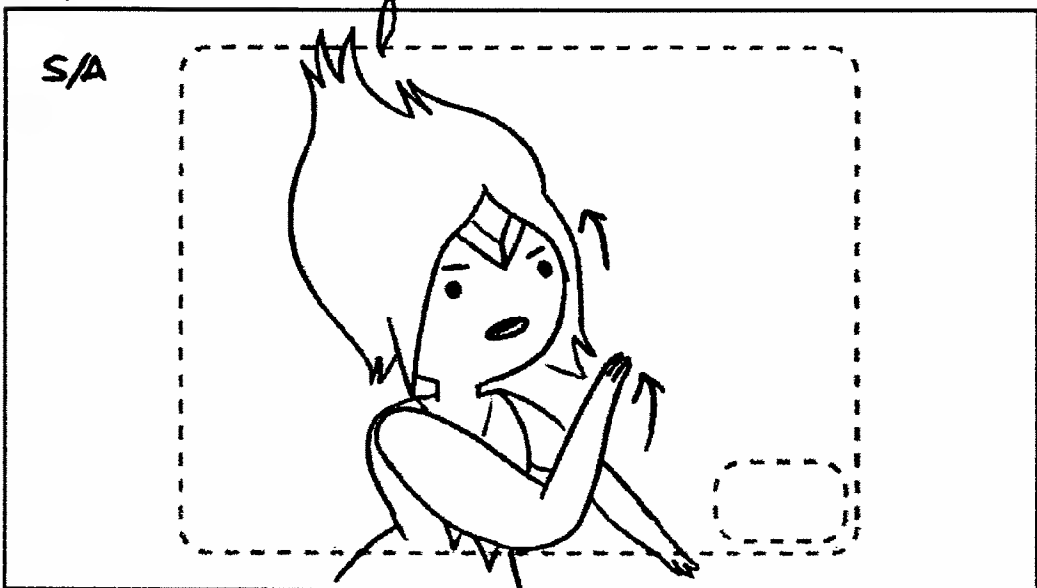


Sc. 106

Pnl. B

Bg.

day night



Dialog:

FP: I BURN IT DOWN.

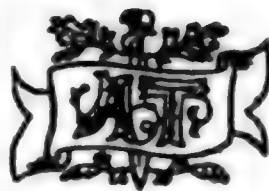
Action: FLAME PRINCESS WALKS FORWARD

Timing:

EPISODE# 1014-116

Production :

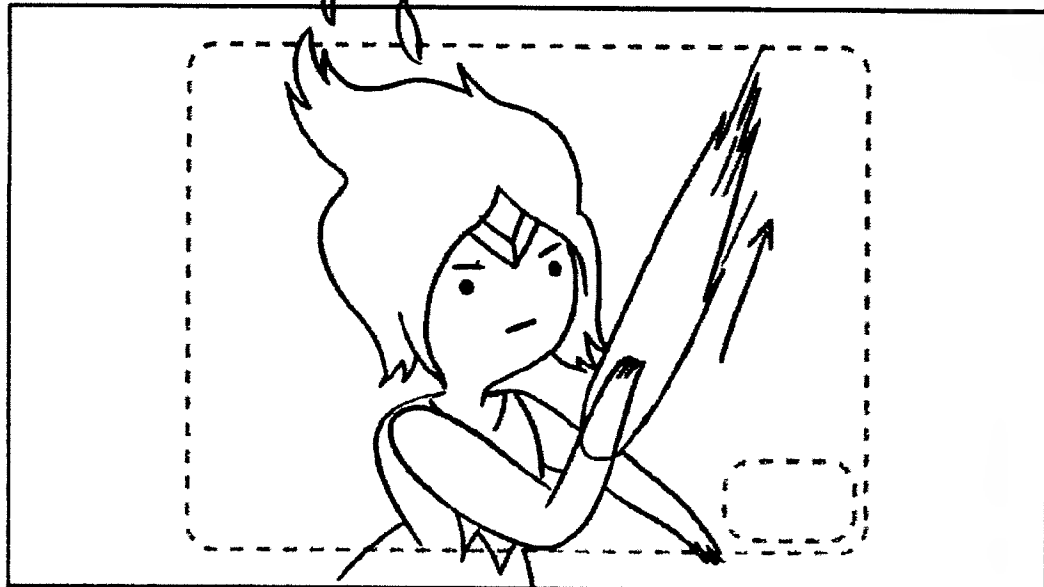
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Page 186

Pnl, C

Bg.

day night



Sc. 107

Pnl. A

Bg.

day night



EPISODE # 1014-116

Dialog:

SFX: * FSSSHH *

Action:

FP FORMS HER HAND INTO
WHITE HOT BLADE

FP TILTS BLADE BACK

Timing:

Production :

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ADVENTURE TIME

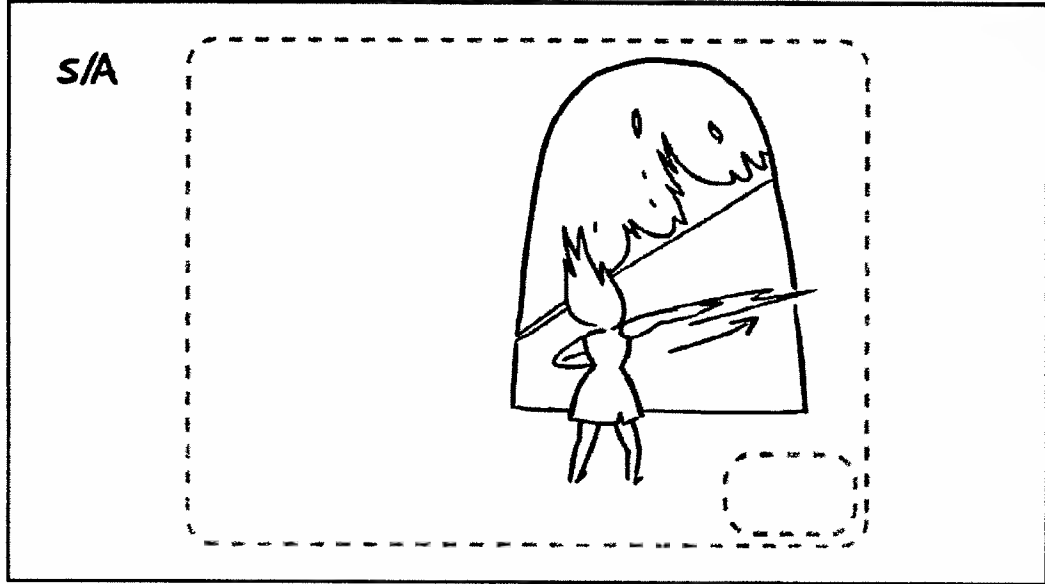


Sc. 107

Pnl. B

Bg.

day night

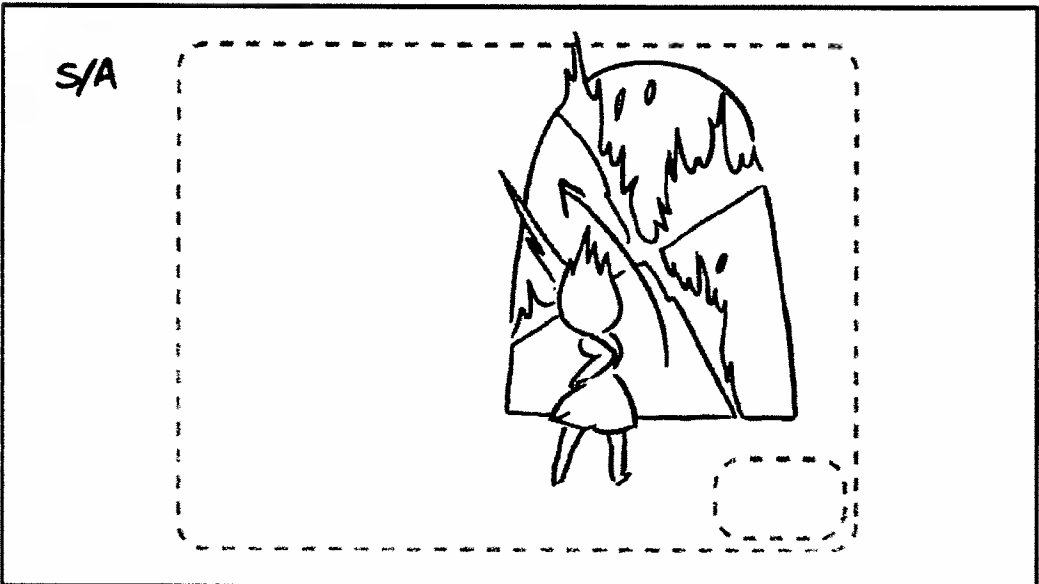


Sc. 107

Pnl. C

Bg.

day night



Dialog:

SFX: + SLSHH*

SFX: *SWSHH*

Action: -FP SLICES THROUGH
DOOR
-DOOR CATCHES FIRE

-FP SLICES UPWARD

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



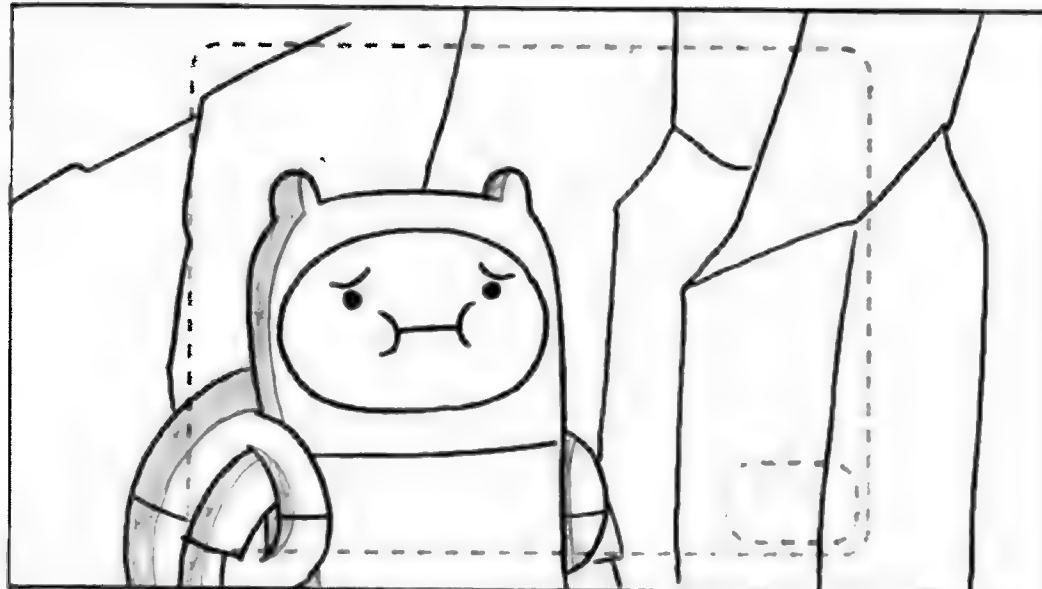
Page 188

Sc. 108

Pnl. A

Bg.

day night

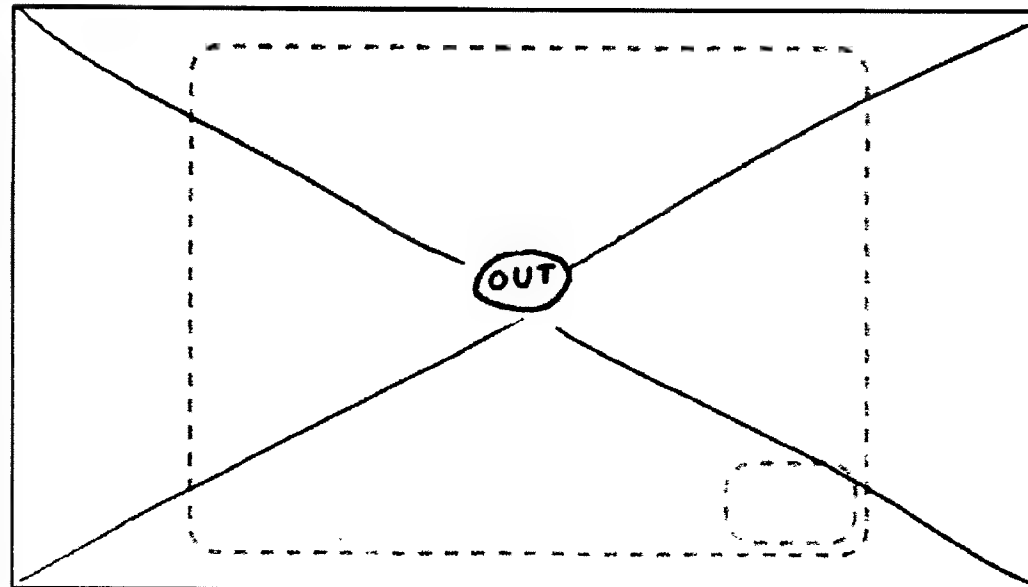


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

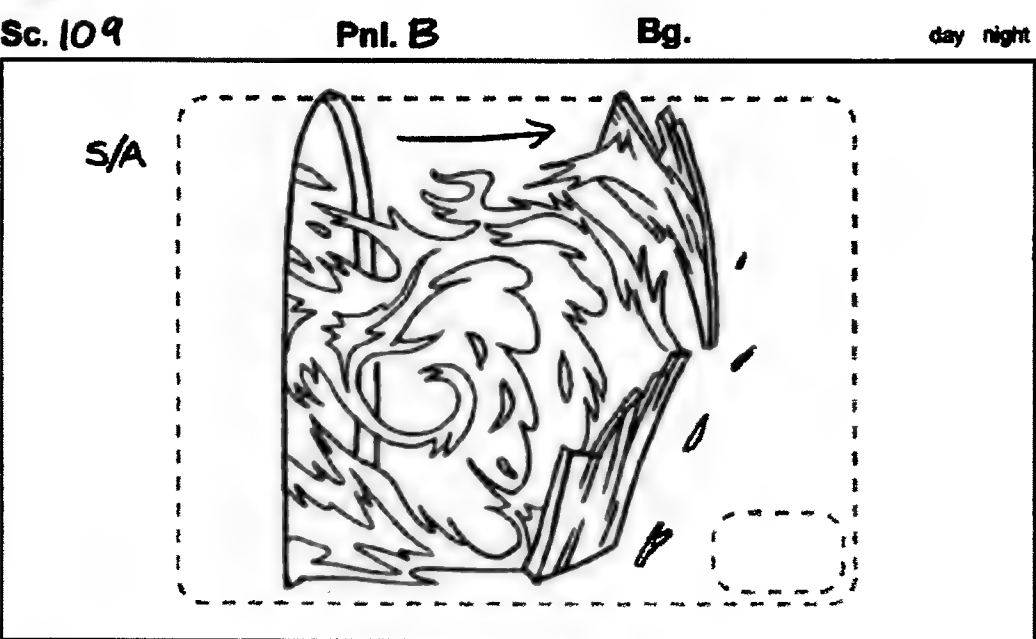
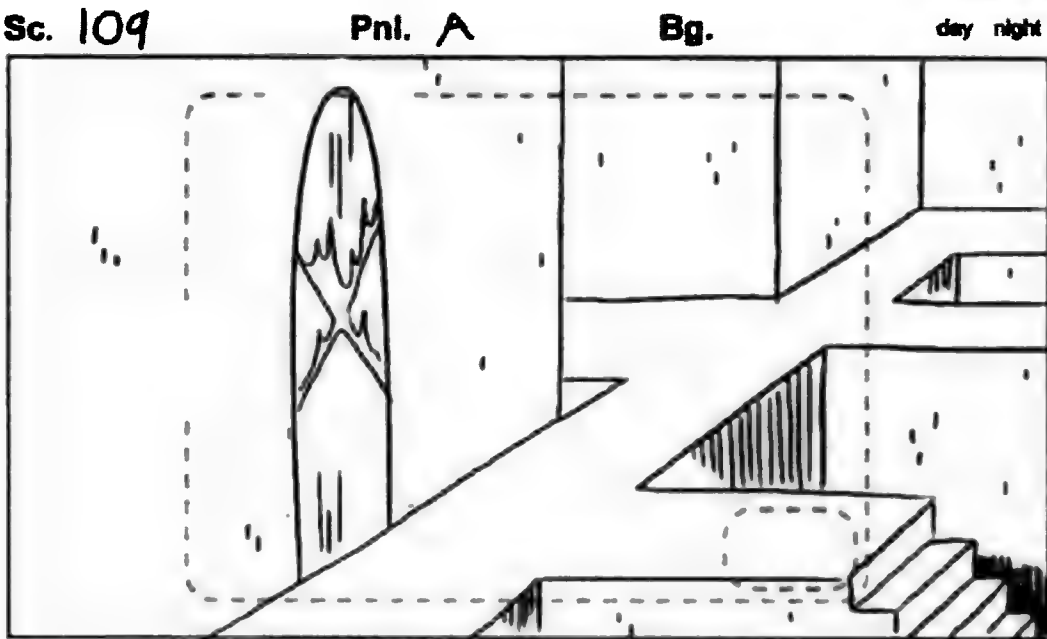
Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME

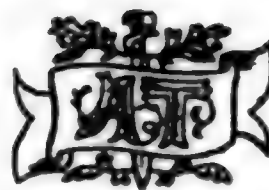


| | |
|--------------------|--|
| Dialog: | |
| SFX: * CRACKLING * | SFX: * POOMM * |
| Action: | |
| INT. BOSS ROOM | DOOR IS BURST INTO PIECES BY FIREBALL |
| Timing: | |

EPISODE # 1014-116
Production :

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ADVENTURE TIME



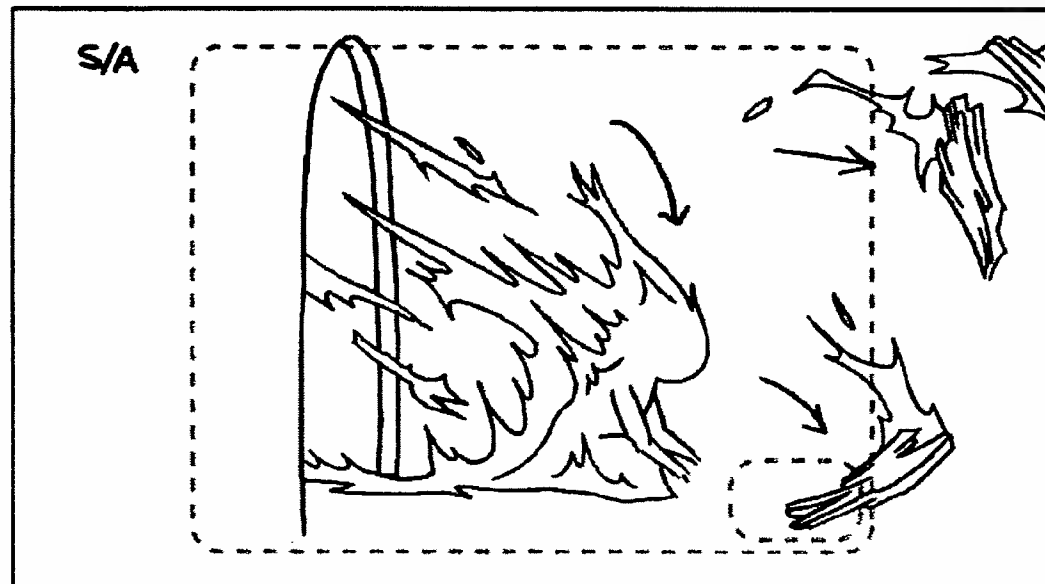
Page 190

Sc. 109

Pnl. C

Bg.

day night

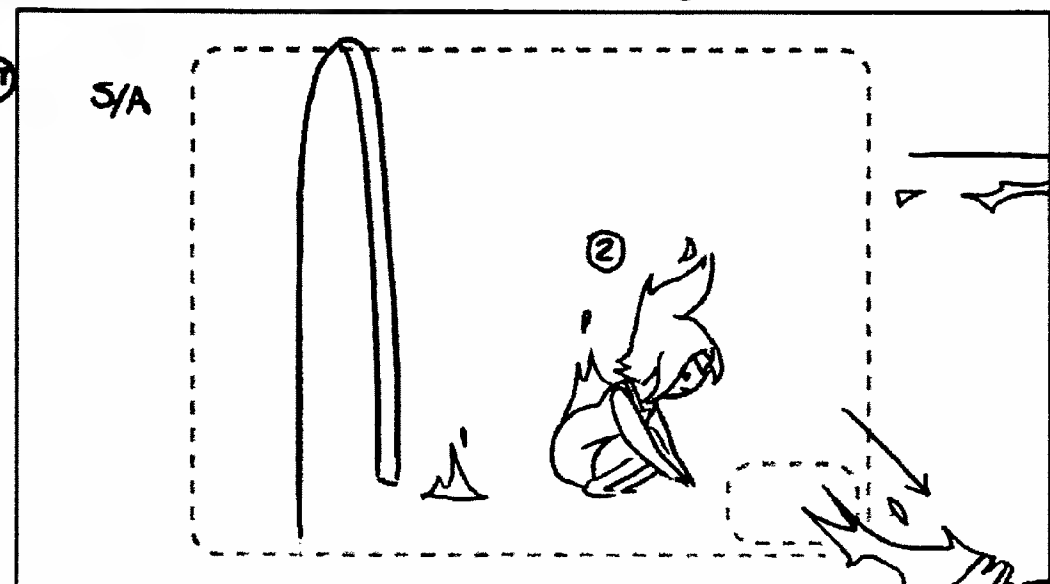


Sc. 109

Pnl. D

Bg.

day night



DEBRIS
OUT

OUT

Dialog:

SFX: * CLATTER *

Action:

FIREBALL FORMS INTO FP SHAPE

- FP RETURNS TO NORMAL FORM
- DEBRIS LANDS

Timing:



Production :

EPISODE #

1014-116

ADVENTURE TIME



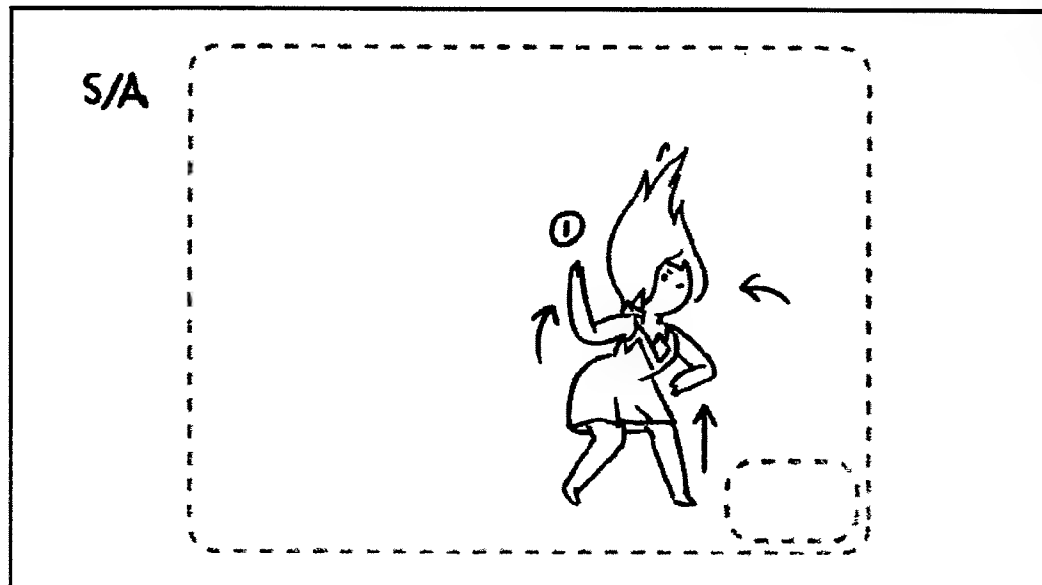
Page 191

Sc. 109

Pnl. E

Bg.

day night

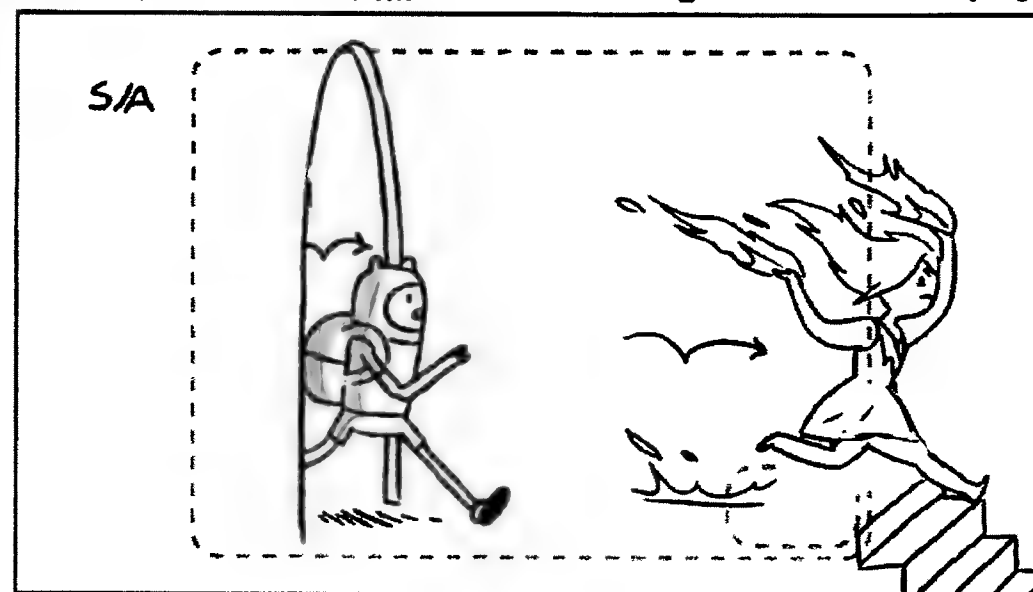


Sc. 109

Pnl. F

Bg.

day night



EPISODE # 1014-116

Dialog:

(F) (OFF SCREEN)

-- OKAY, YEAH --

(F)

Now what do you...

That worked...

EP

• FP GETS UP, LIFTS ARMS
• FIREBALLS FORM IN HANDS

• FINN RUNS ON/S
• FP RUNS W/FIREBALLS IN HANDS



Production :

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ADVENTURE TIME

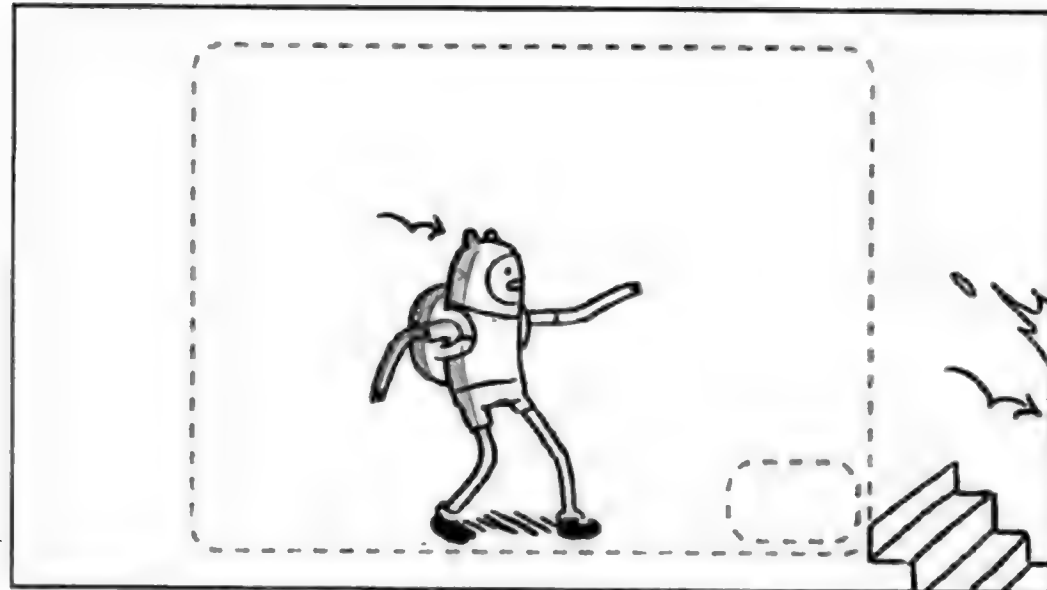


Sc. 109

Pnl. F

Bg.

day night

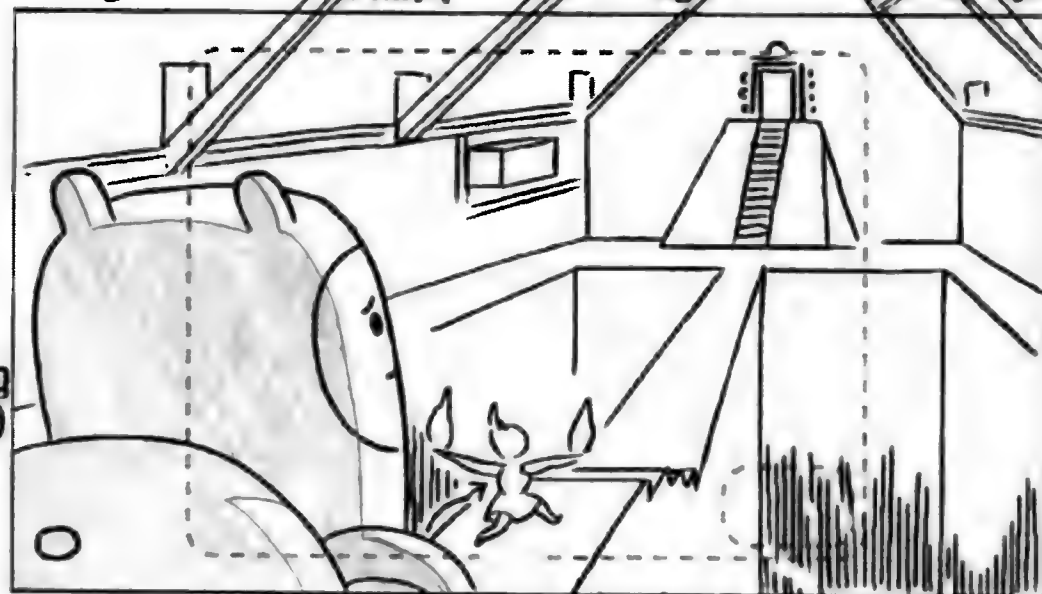


Sc. 110

Pnl. A

Bg.

day night



192

EPISODE # 1014-116

Production :

Dialog:

(F): Do.

(FP): [WILD SCREAMING]

FP: [SCREAM CONTINUES]

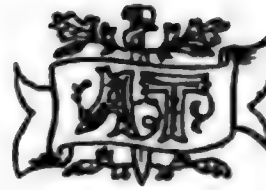
Action:

FP RUNS OFF/S

FP RUNS DOWN PATH

Timing:

ADVENTURE TIME



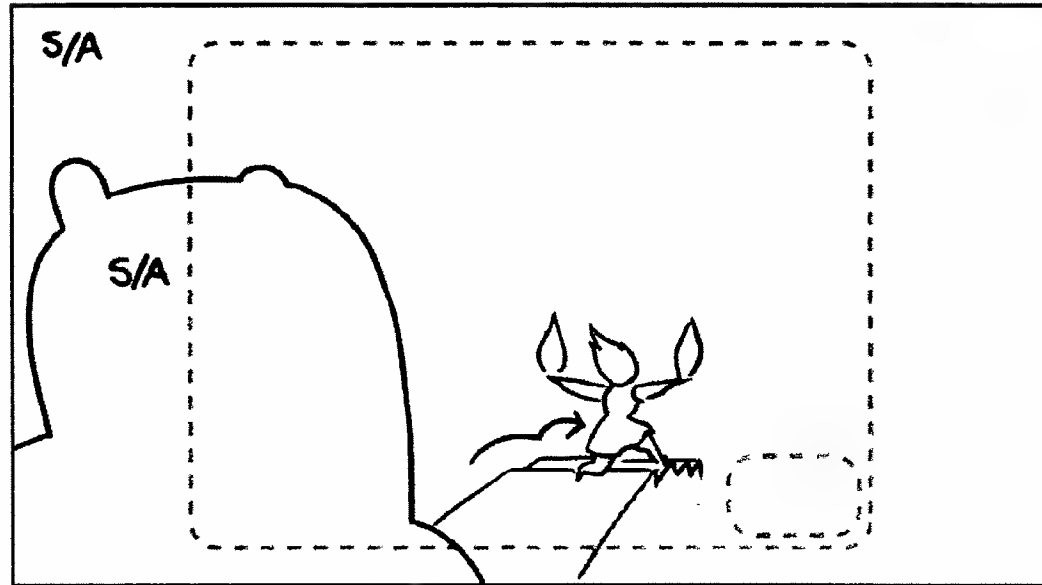
Page 193

Sc. 110

Pnl. B

Bg.

day night

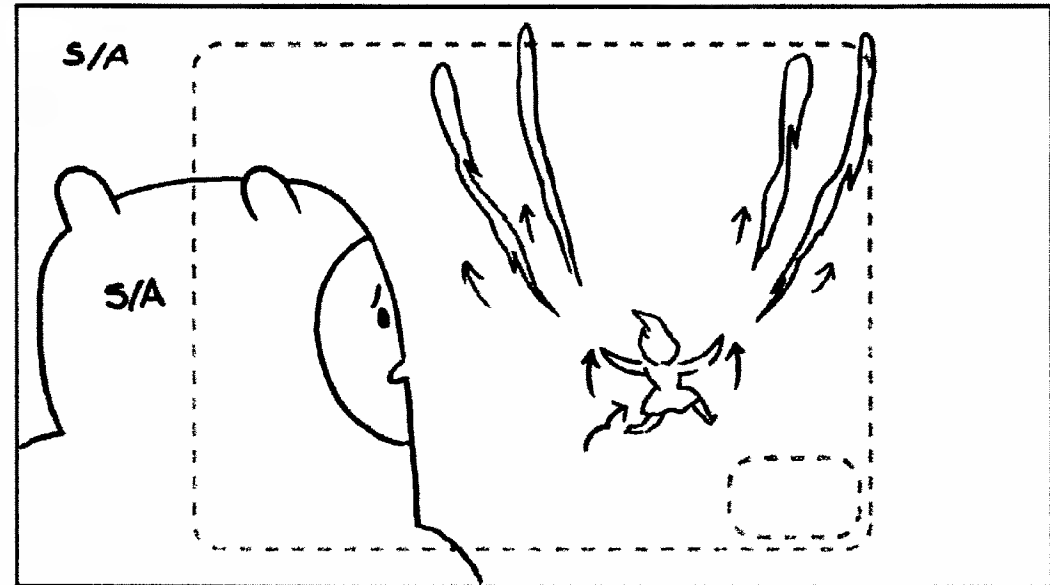


Sc. 110

Pnl. C

Bg.

day night



Dialog:

FP [SCREAMING CONTINUES]

SFX *FWOOSH*

Action:

FP DESCENDS STAIRS

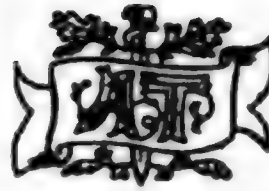
FP THROWS FIREBALLS
AS SHE RUNS

Timing:

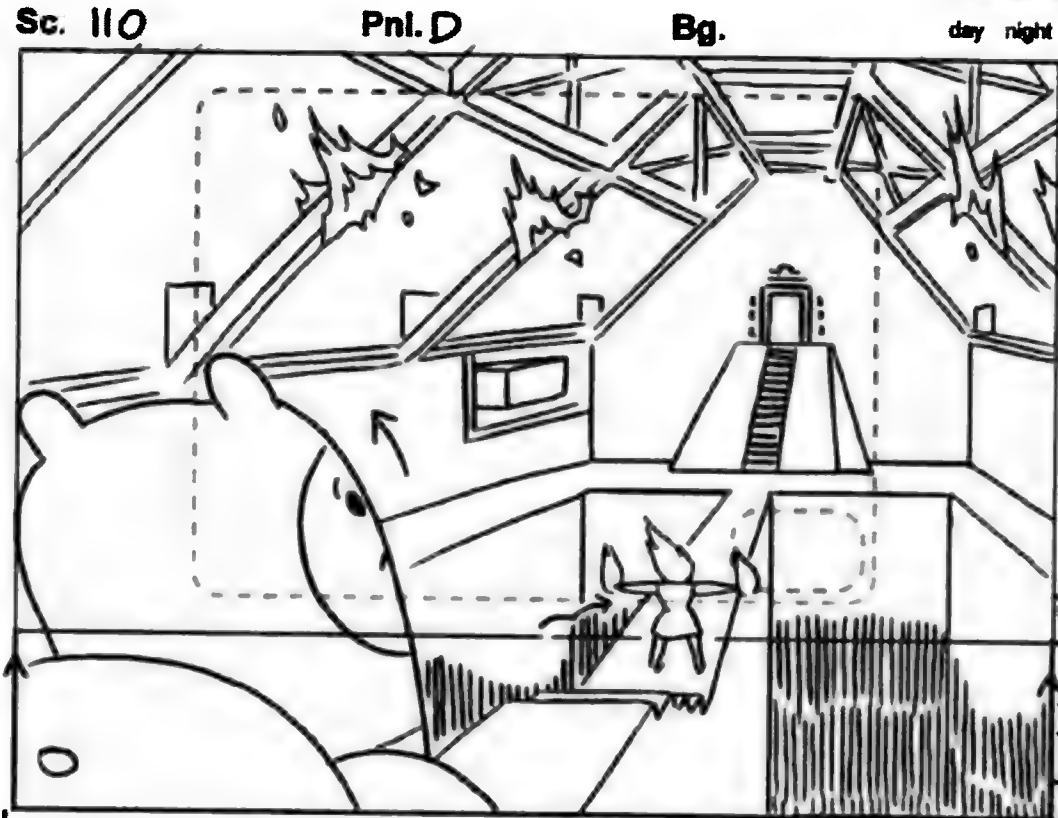
EPISODE # 1014-116

Production :

ADVENTURE TIME



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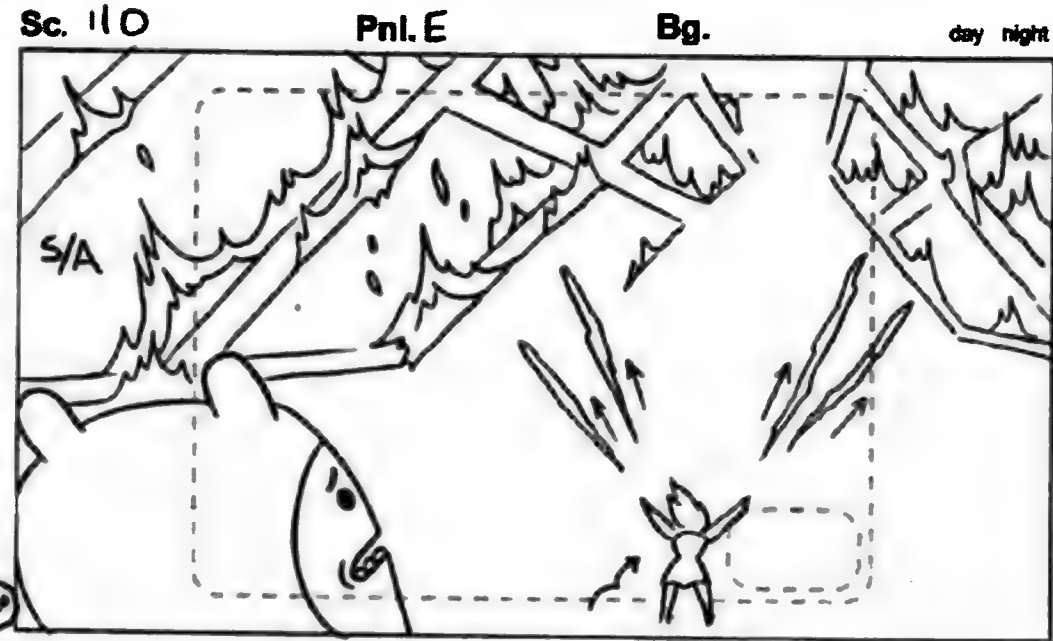


SFX: x FWOOM

Action:

- FIREBALLS HIT RAFTERS
- FINN LOOKS UP
- PAN W/FIREBALLS

Timing:



Ⓢ YEEE.

SFX: *FWOOM*

- RAFTERS BURST INTO FLAME
- FINN IS ALARMED
- FP THROWS FOUR MORE FIREBALLS AS SHE RUNS

EPISODE # 1014-116

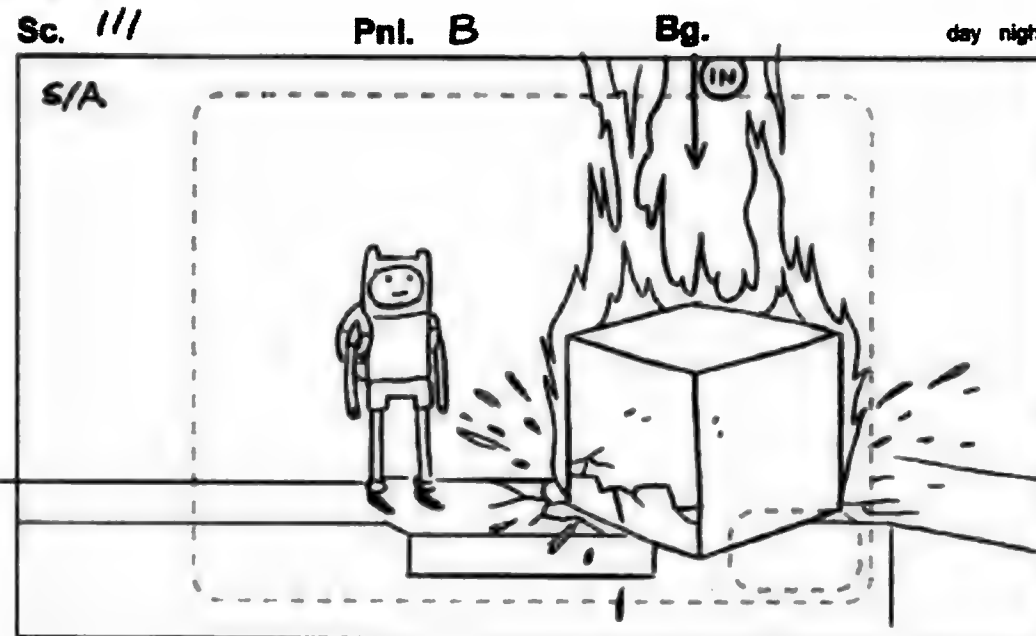
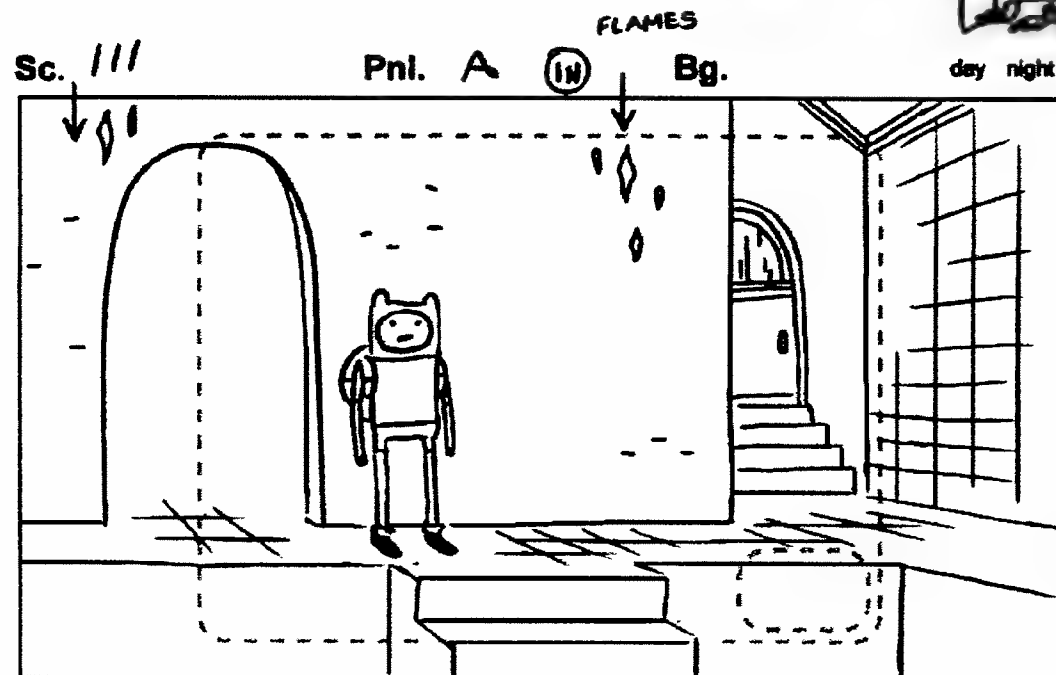
Production :

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ADVENTURE TIME



Page 195



Dialog:

SFX: * FIRE CRACKLING *

SFX: * THOOM *

Action:

FLECKS OF FIRE FALL ON/S

• FLAMING CEILING BLOCK LANDS
NEAR FINN

• IMPACT THROWS SHOWER OF SPARKS

Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME

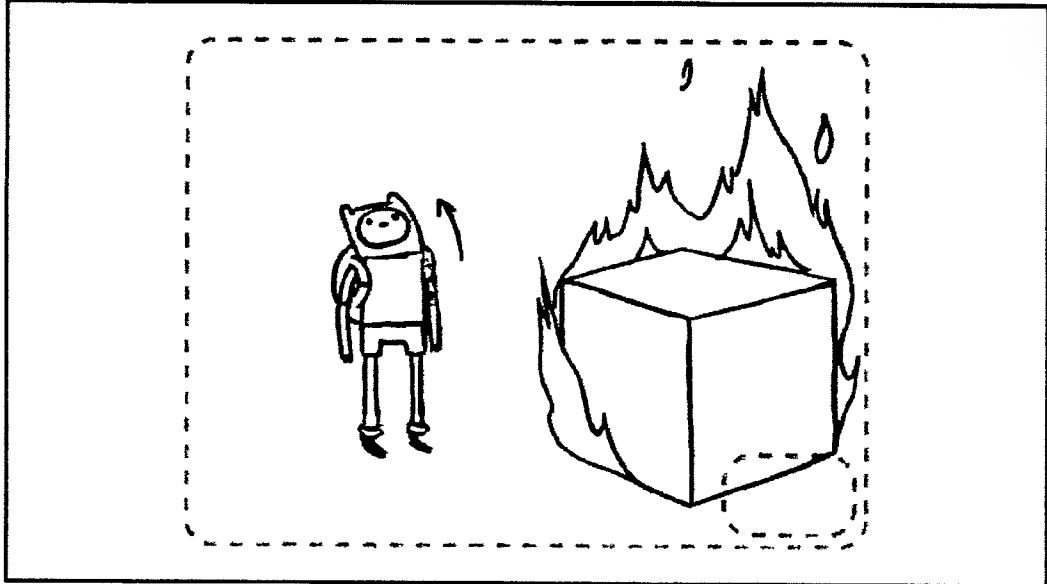


Sc. 111

Pnl. C

Bg.

day night

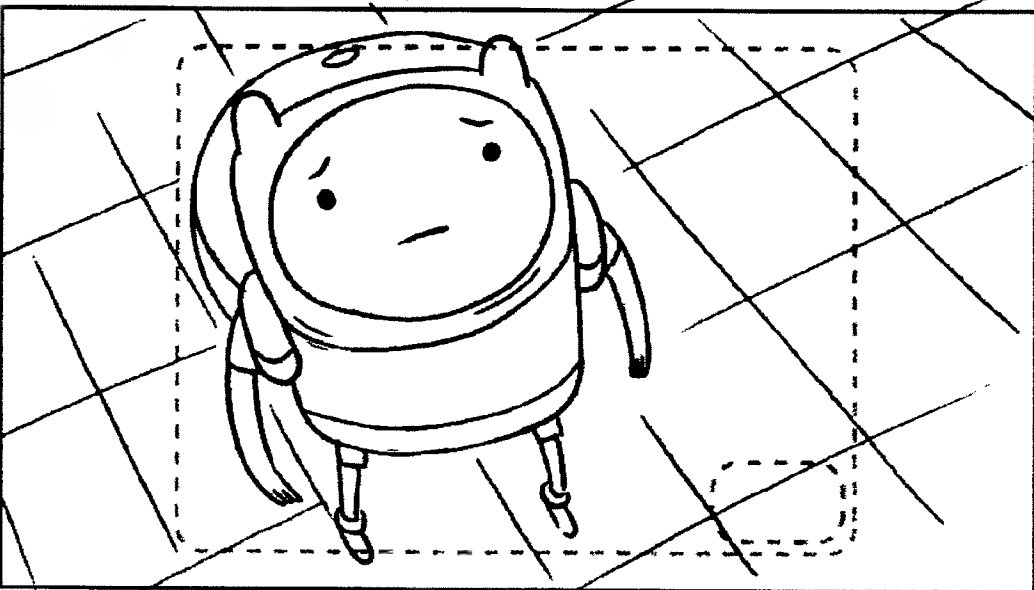


Sc. 112

Pnl. A

Bg.

day night



Dialog:

Ⓕ HUH.

Action:

- FINN LOOKS UP

Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME



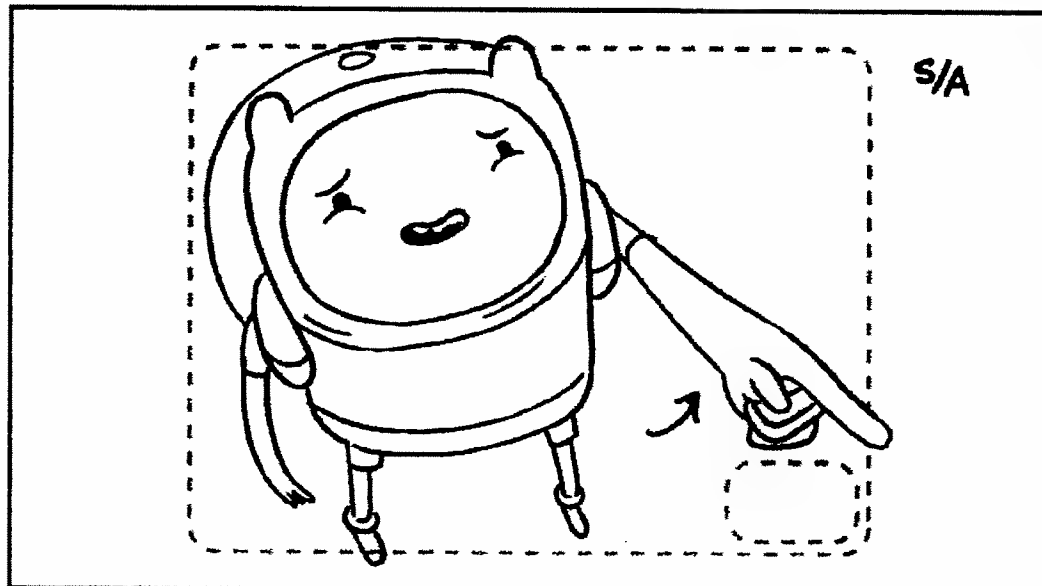
Page 197

Sc. 112

Pnl. B

Bg.

day night

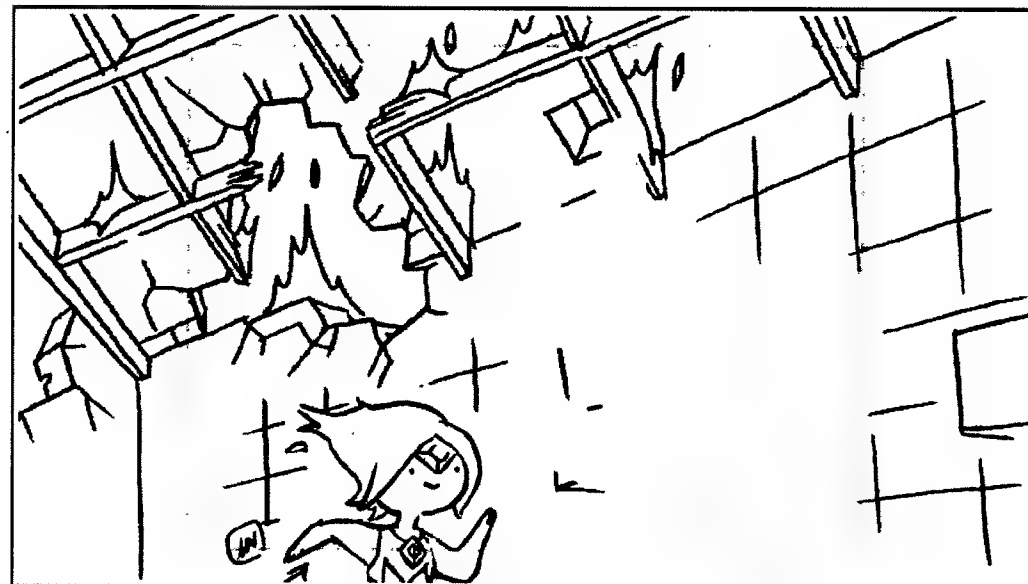


Sc. 113

Pnl. A

Bg.

day night



Dialog:

Ⓕ GOOD... GOOD JOB, F.P...

Action:

F SMILES NERVOUSLY
F POINTS

• SECTION OF CEILING IS COLLAPSED
• FP RUNS ON/S
• CEILING IS ON FIRE

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 197a

Sc. 113

Pnl. B

Bg.

day night



Sc. 113

Pnl. C

Bg.

day night



Dialog:

ⓔⓅ THANKS, F THE H!

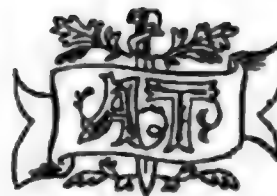
Action:

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME

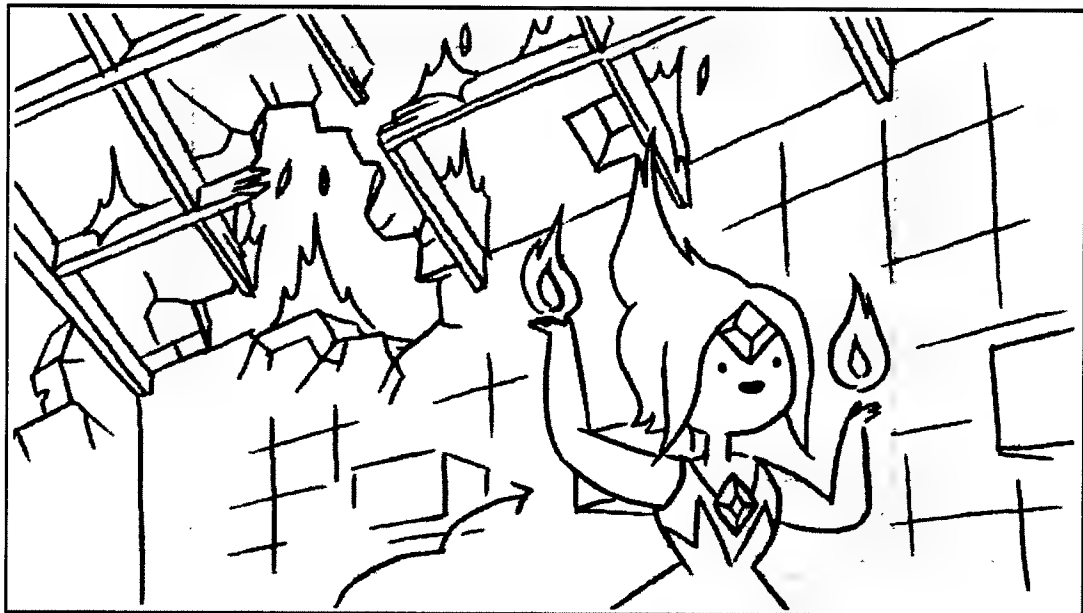


Sc. 113

Pnl. D

Bg.

day night

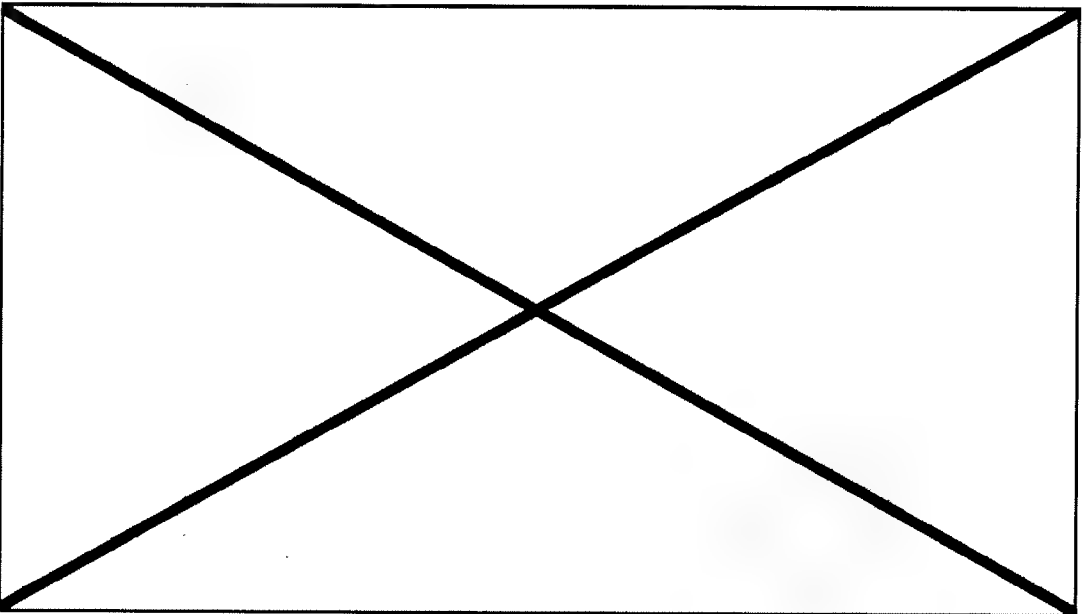


Sc.

Pnl.

Bg.

day night

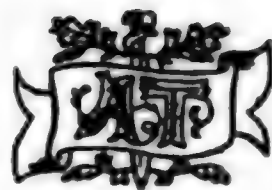


| |
|---------|
| Dialog: |
| Action: |
| Timing: |

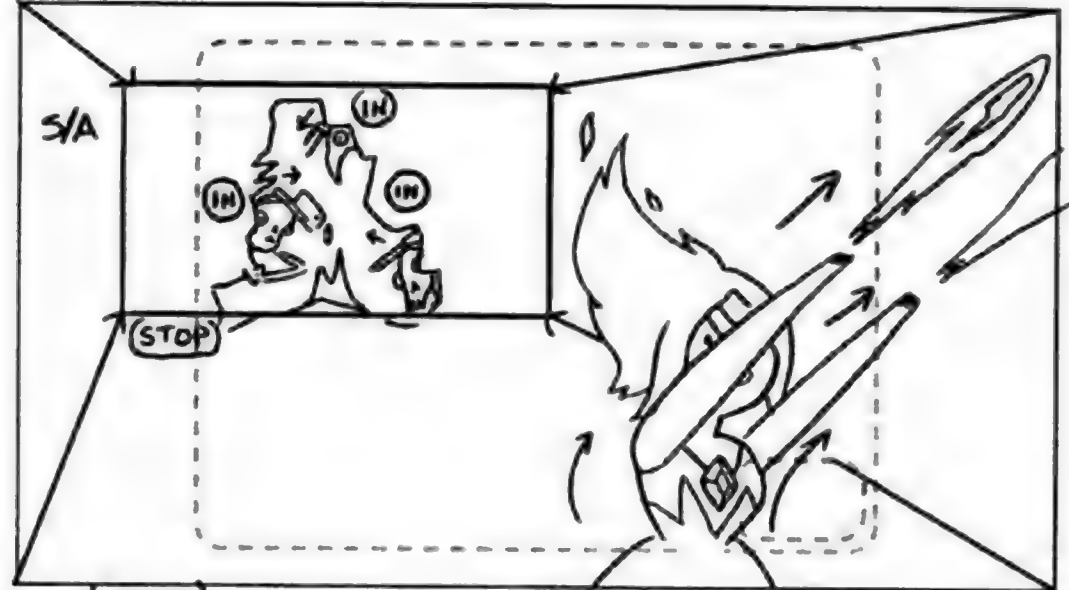
EPISODE # 1014-116

Production :

ADVENTURE TIME



Sc. 113 Pnl. E Bg. day night



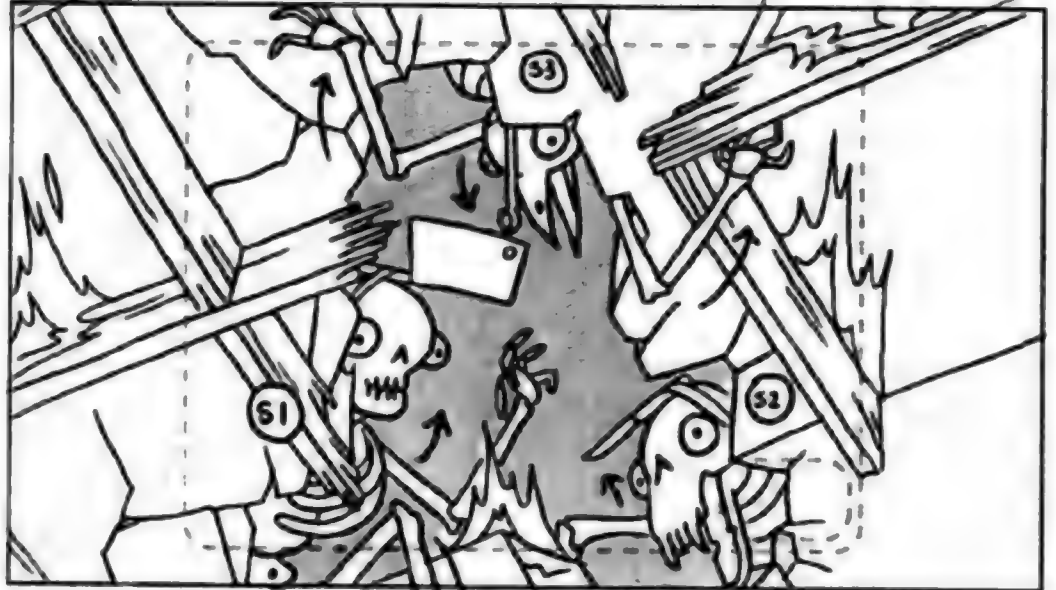
(START)

Dialog: FP: HUA!
SFX: * FFF -FFF*

Action: . SKELETONS EMERGE FROM COLLAPSED SECTION OF CEILING.
. FP SHOOTS FIREBALLS OFF/S.

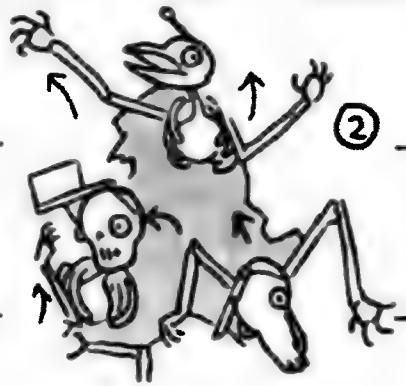
Timing:

Sc. 113 Pnl. F Bg. day night



SPX: KKK KKK KKK KKK
GOO SKULLS: [GROSS NOISES]

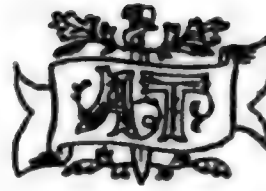
Action: . SKELETONS CRAWL OUT OF HOLE
. TRUCK IN ON HOLE



EPISODE # 1014-116

Production :

ADVENTURE TIME



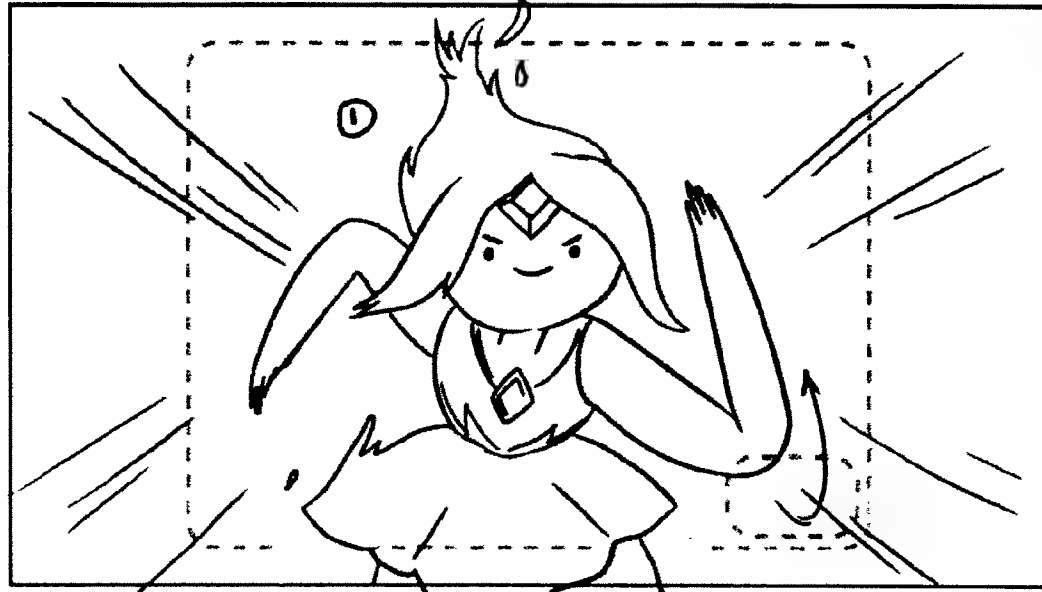
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Sc. 114

Pnl. A

Bg.

day night

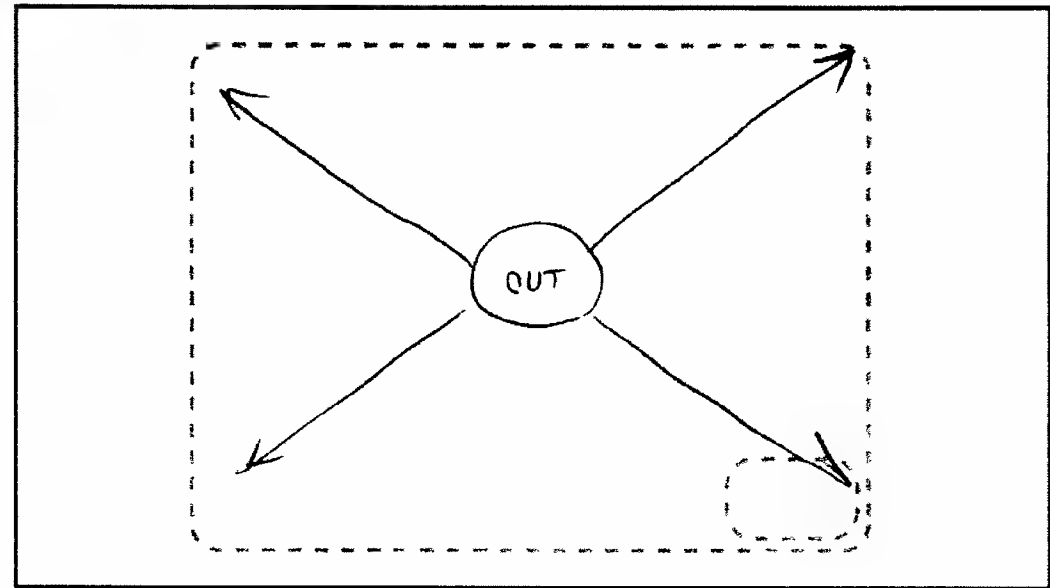


Sc.

Pnl.

Bg.

day night

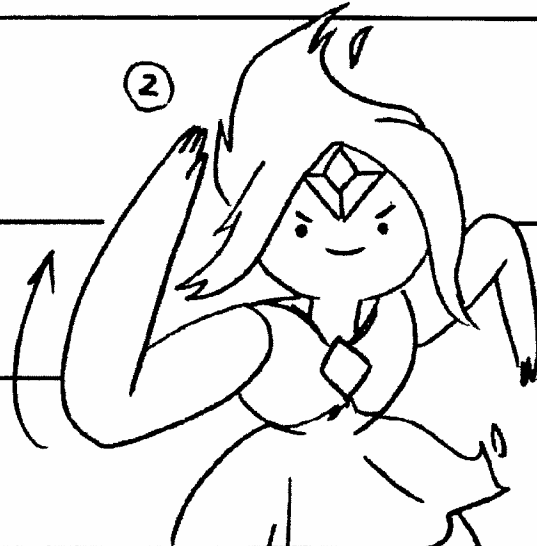


Dialog:

FP: [RUNNING]

Action:

Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME

200

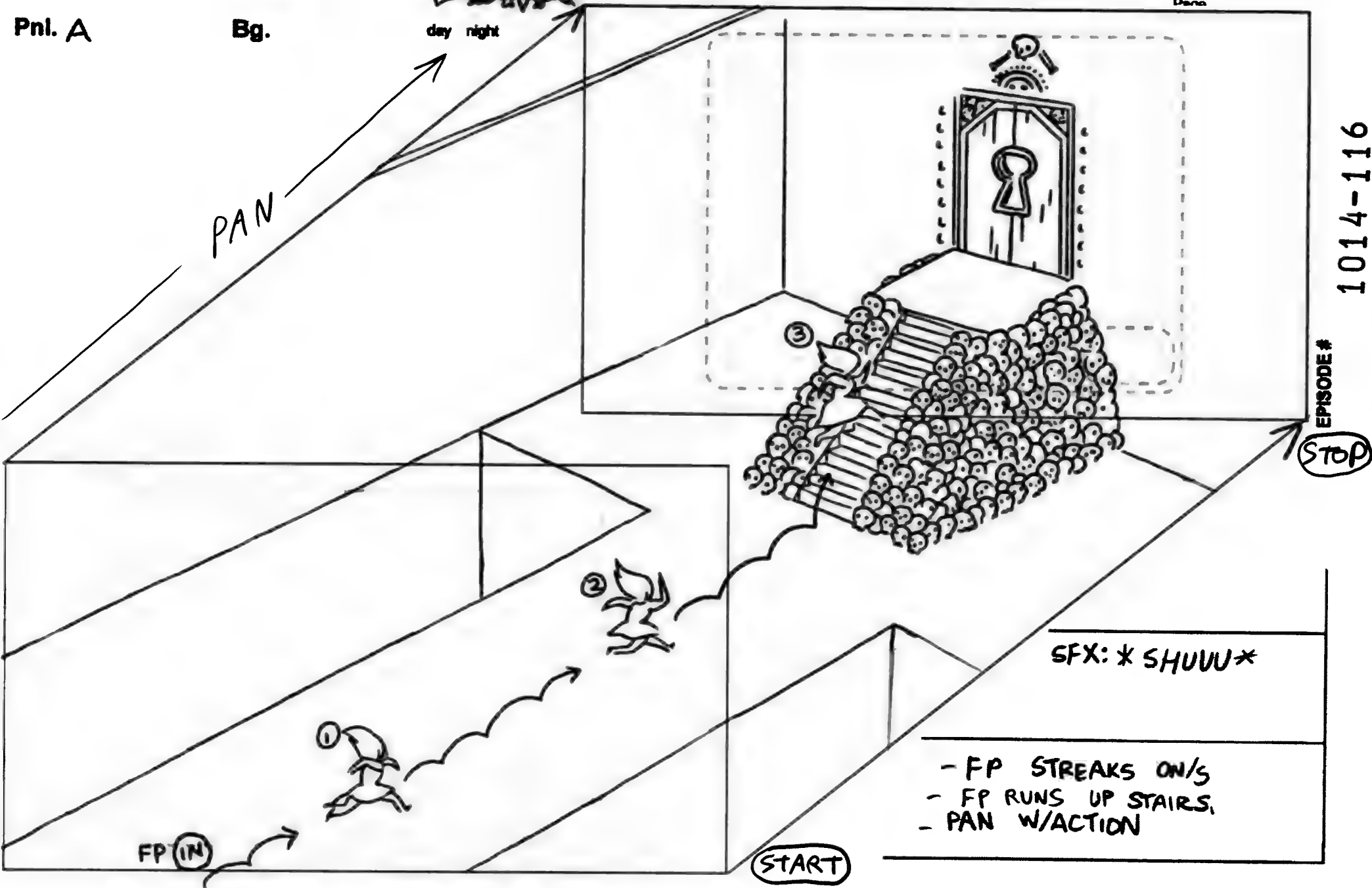
Sc. 115

Pnl. A

Bg.

day night

PAN



SFX: * SHUUU*

- FP STREAKS ON/S
- FP RUNS UP STAIRS
- PAN W/ACTION

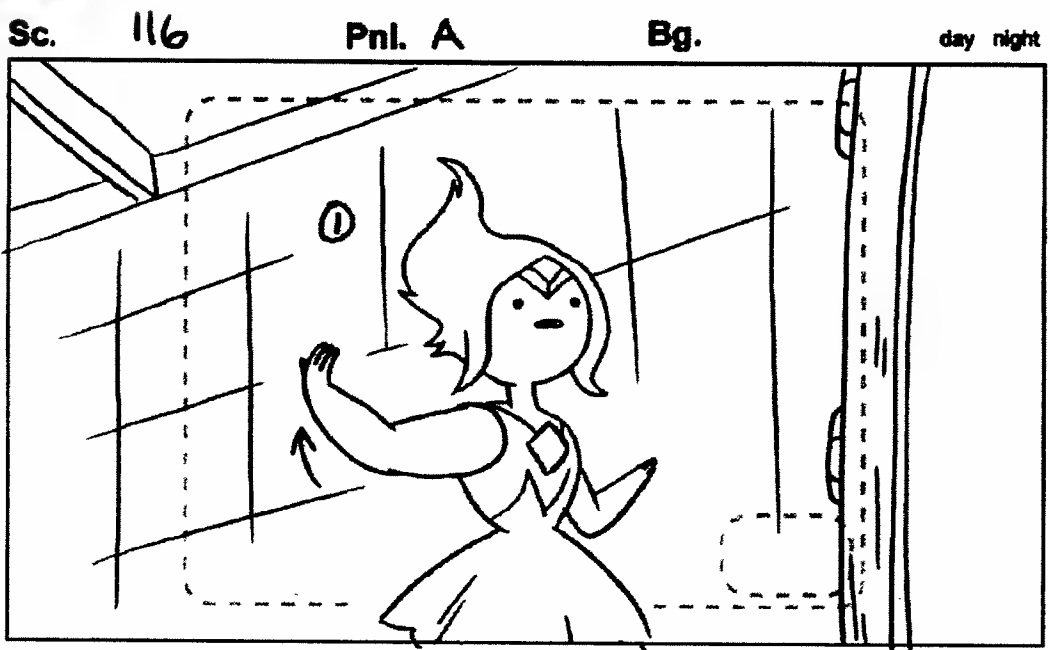
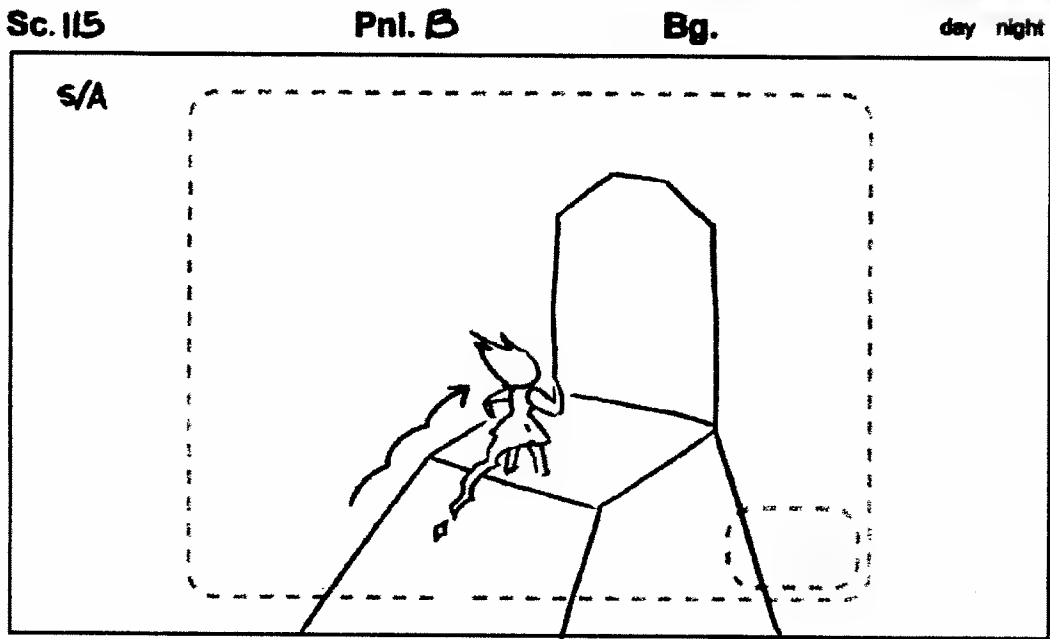
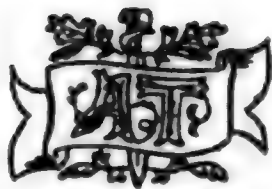
START

EPISODE #

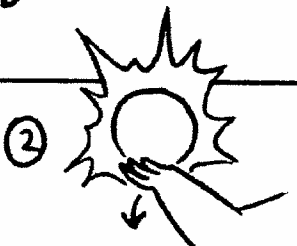
1014-116

STOP

ADVENTURE TIME



| | |
|-------------------------------|-----------------------------------|
| Dialog: | |
| (FP) UGH. DOORS. | (FP) ① BURN. ② BURN. |
| Action: | |
| - FP STOPS NEXT TO FINAL DOOR | - FP FORMS A FIRE ORB IN HER HAND |
| Timing: | |



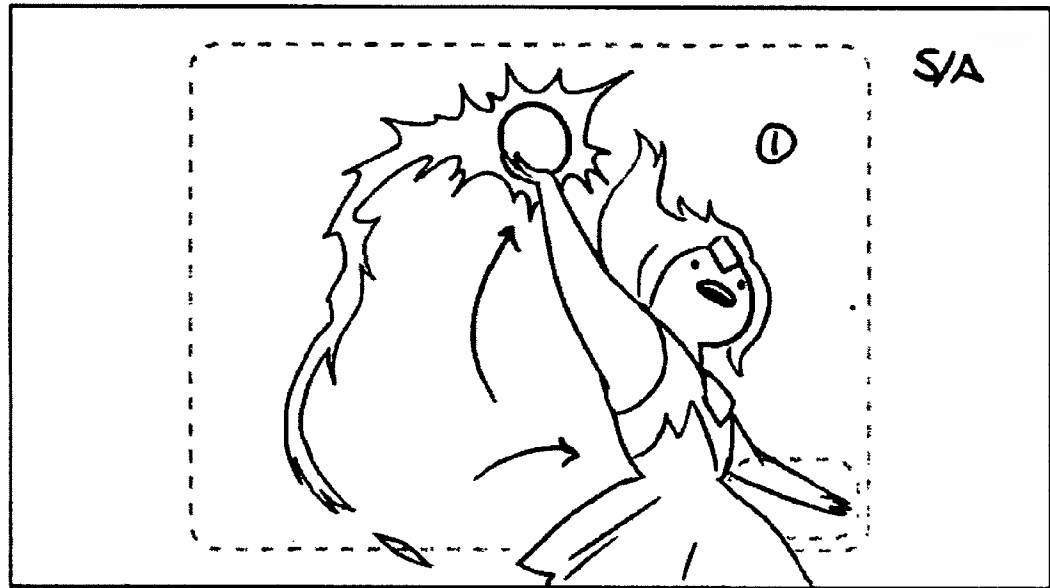
EPISODE # 1014-116

Production :

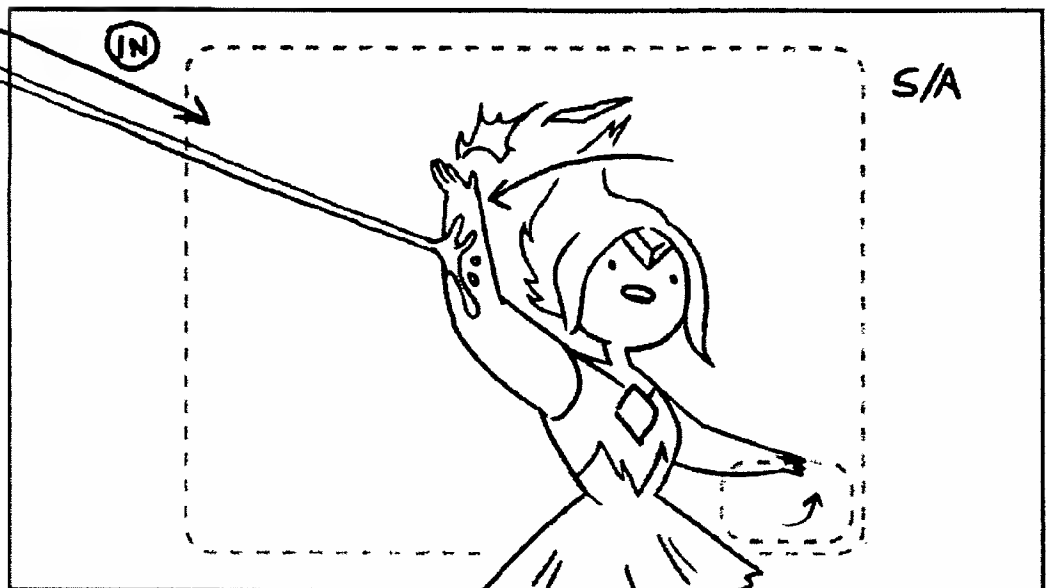
ADVENTURE TIME



Sc. 116 Pnl. B Bg. day night



Sc. 116 Pnl. C Bg. day night



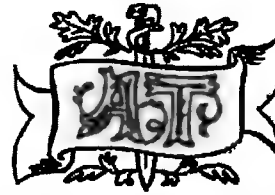
| | |
|----------------|---|
| Dialog: | |
| (FP): BURN. | FP: WHU- |
| SFX: * THWIP * | |
| Action: | FP SWINGS FIRE ORB AT WALL |
| Timing: | 'GOOEY WEB SHOOT'S ON/S AND SNAGS WRIST, JERKING HER ARM BACK 'FIRE ORB DISSIPATES |



EPISODE # 1014-116

Production :

ADVENTURE TIME



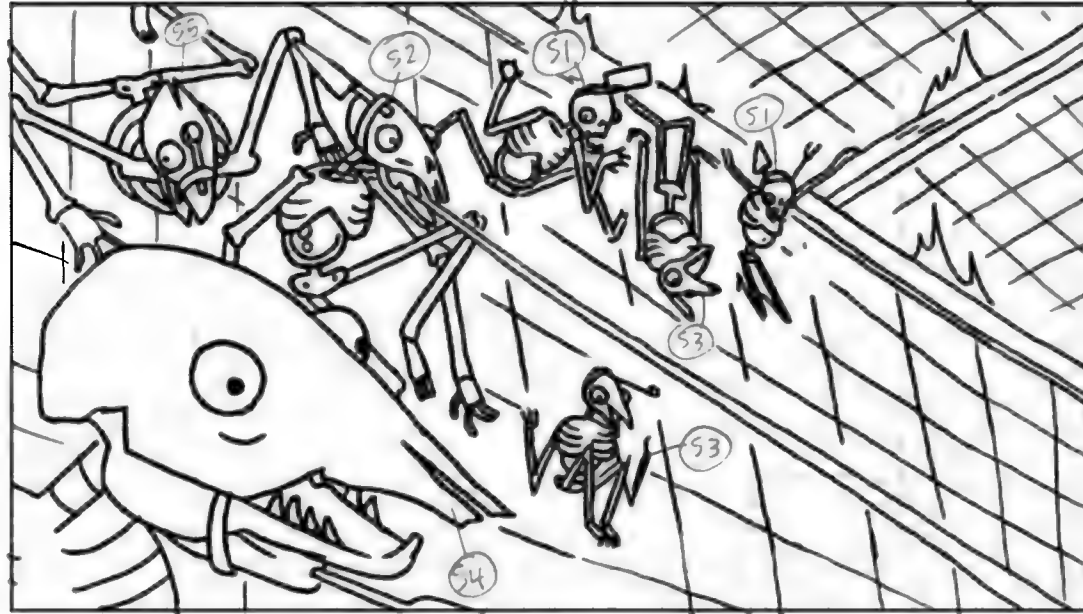
Page 203

Sc. 117

Pnl. A

Bg.

day night

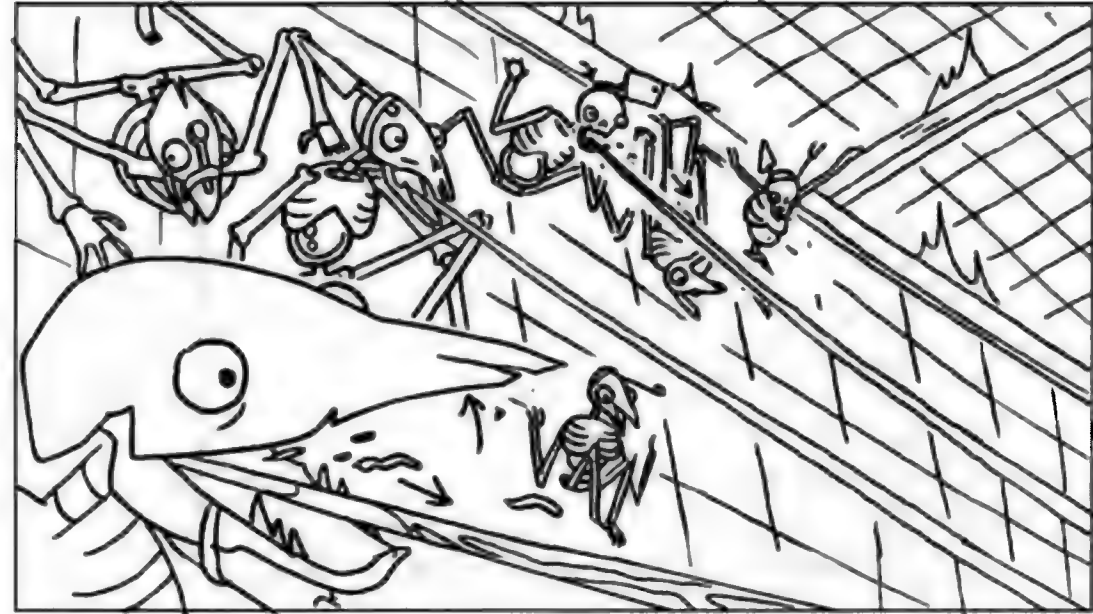


Sc. 117

Pnl. B

Bg.

day night



Dialog:

Goo
SKULLS: [ANGRY RATTLING + HISSING]

SFX: THWP THWP
Goo SKULLS: [SPITTING]

Action:

- SKULL#6 HAS A GOO WEB STRETCHED FROM ITS MOUTH
- CEILING CONTINUES TO BURN

— 2 OTHER SKELETONS SHOOT
GOO STREAMS

Timing:

GOO
SACK
VISIBLE
UNDER
RIB CAGE

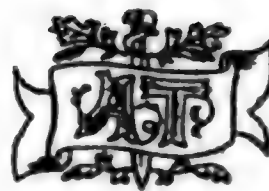


EPISODE # 1014-116

Production :

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ADVENTURE TIME



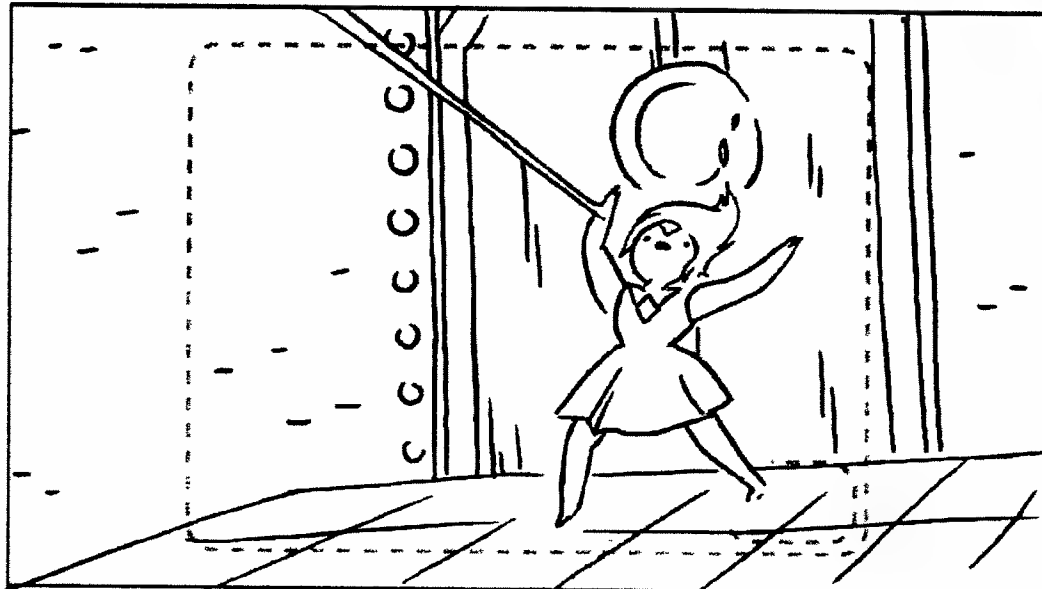
Page 204

Sc. 118

Pnl. A

Bg.

day night

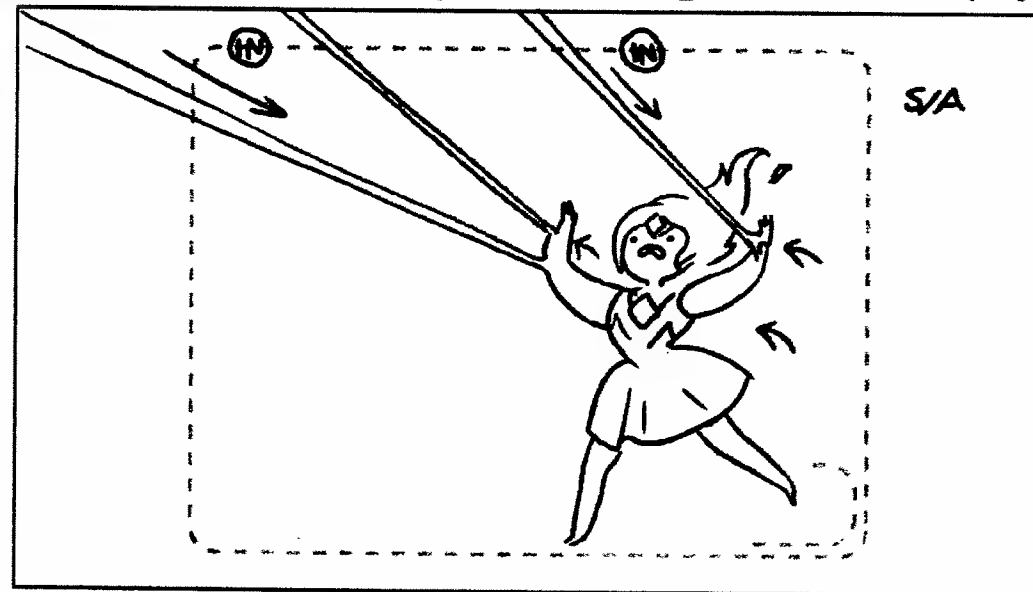


Sc. 118

Pnl. B

Bg.

day night



S/A

Dialog:

(FP) AAUGHH!

(SFX) *THWIP*

Action:

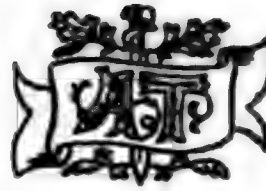
TWO MORE WEBS STICK TO FP'S ARMS

Timing:

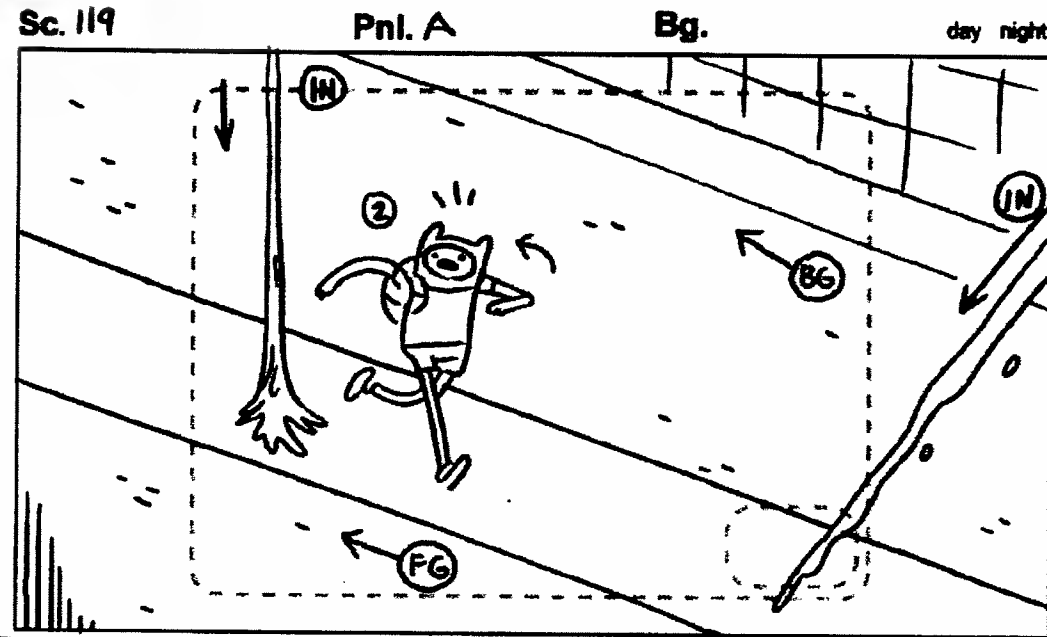
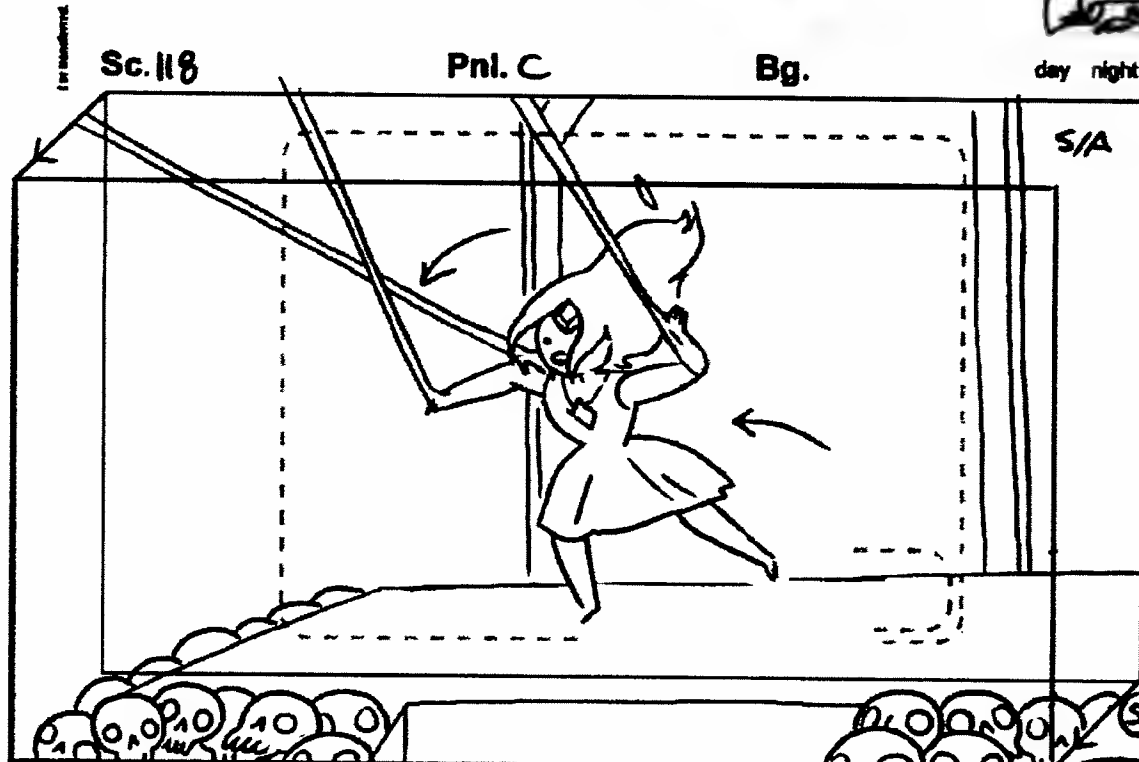
EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 205



(FP): [STRUGGLING]

SFX: SHKSHH

(STOP)

(F) ② OH SHAM MA'AM--

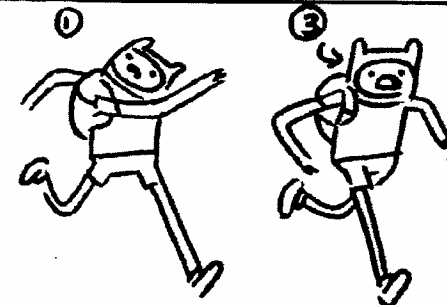
③ IT'S A LEGION OF GOD SKULLS!

Action:

• GOD GRIPS FP, YANKS HER FORWARD

• FINN RUNS TOWS FP
• WEBS FLY AT FINN
• BG PANS

Timing:



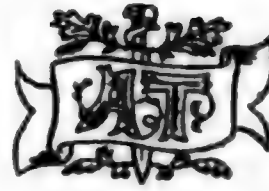
EPISODE # 1014-116

Production :

For Reference

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ADVENTURE TIME



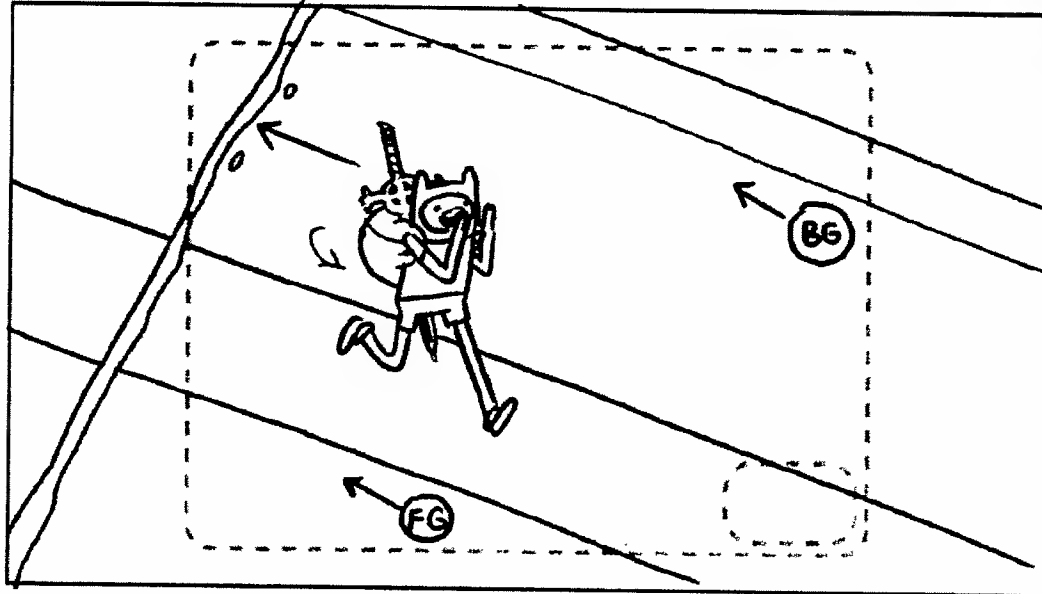
Page 206

Sc. 119

Pnl. B

Bg.

day night

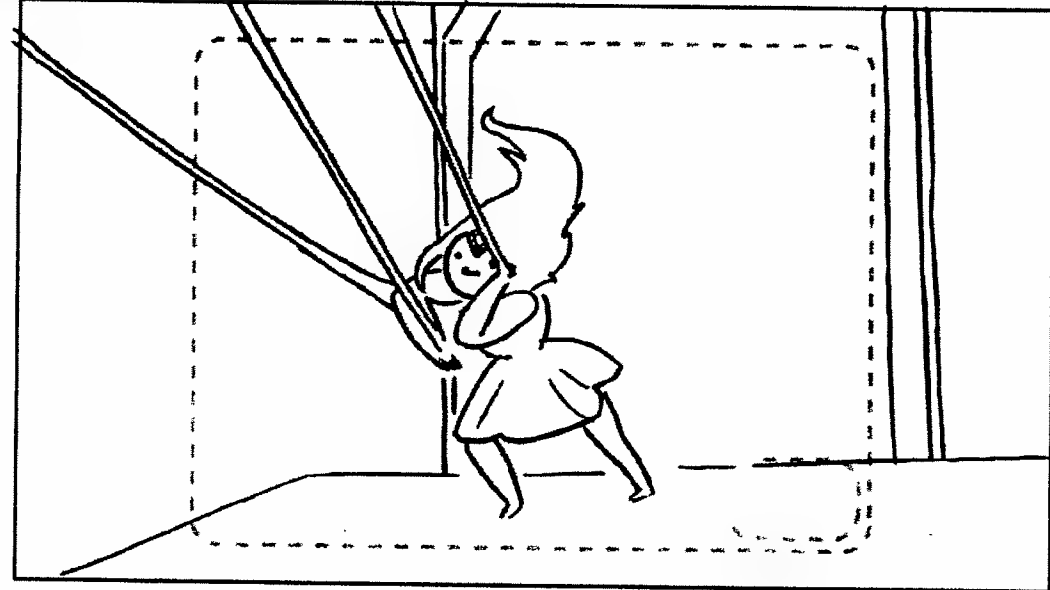


Sc. 120

Pnl. A

Bg.

day night



Dialog:

ⓕ UH, HOW DO YOU DEFEND ??

ⓕP [STRAWING]

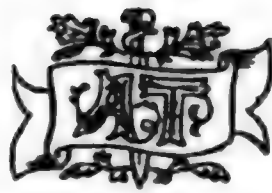
Action:

Timing:

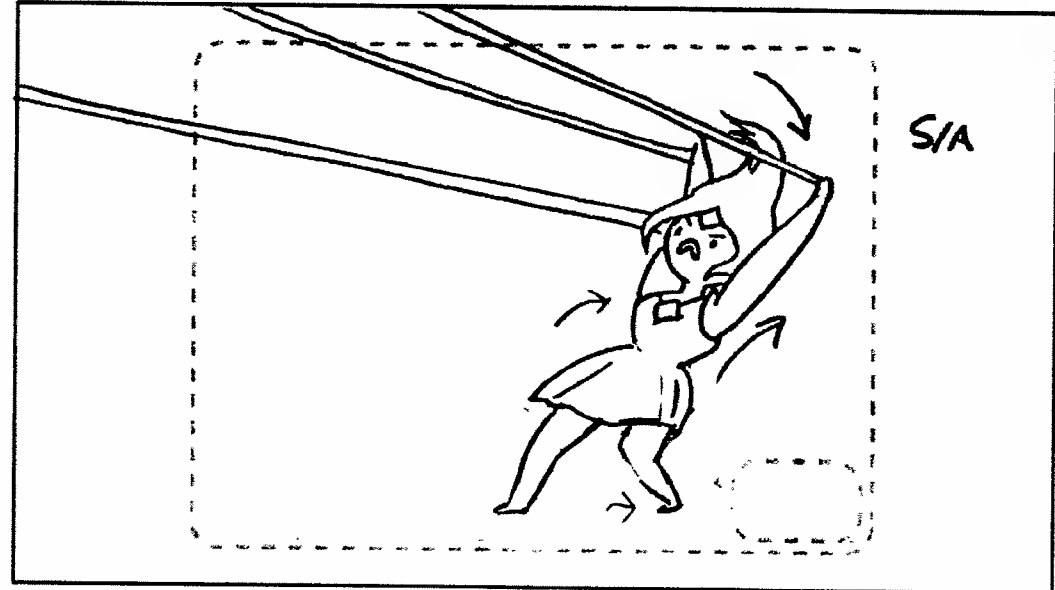
EPISODE # 1014-116

Production :

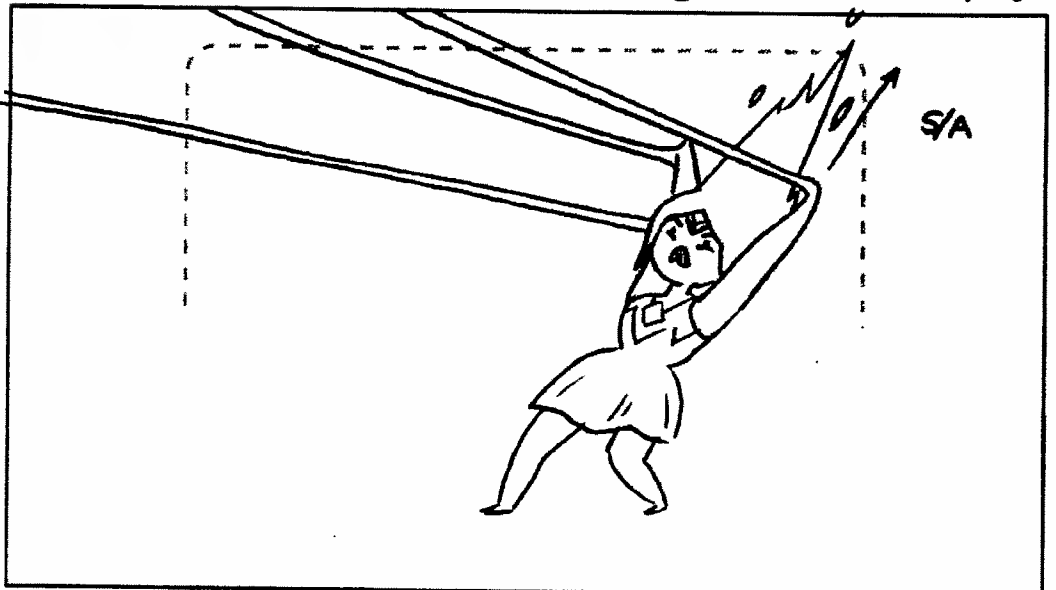
ADVENTURE TIME



Sc. 120 Pnl. B Bg. day night



Sc. 120 Pnl. C Bg. day night

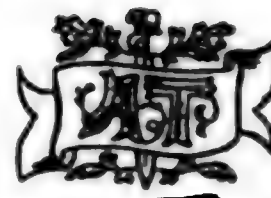


| | |
|-----------------------------|-------------------------------|
| Dialog: | |
| FP [STRAINING] | FP) Snake fire! |
| Action: | |
| - FP PULLS AGAINST GOO WEBS | - FP'S HEAD FLAME FLARES HIGH |
| Timing: | |

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 208

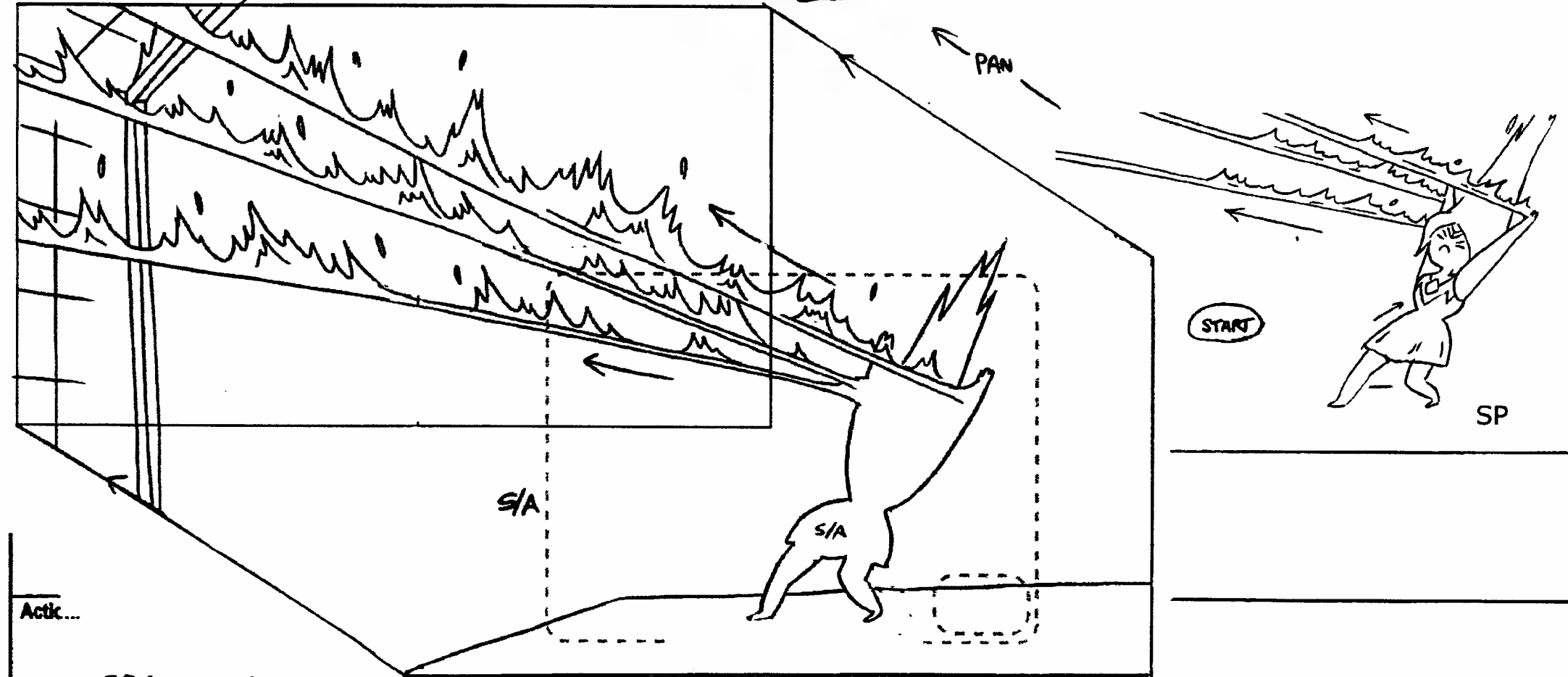
Sc. 120

Pl. D

Bg.

day night

STOP



Actk...

SFX: * SSSSS *

- GOOP LINES IGNITE LIKE QUICK FUSES

Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME



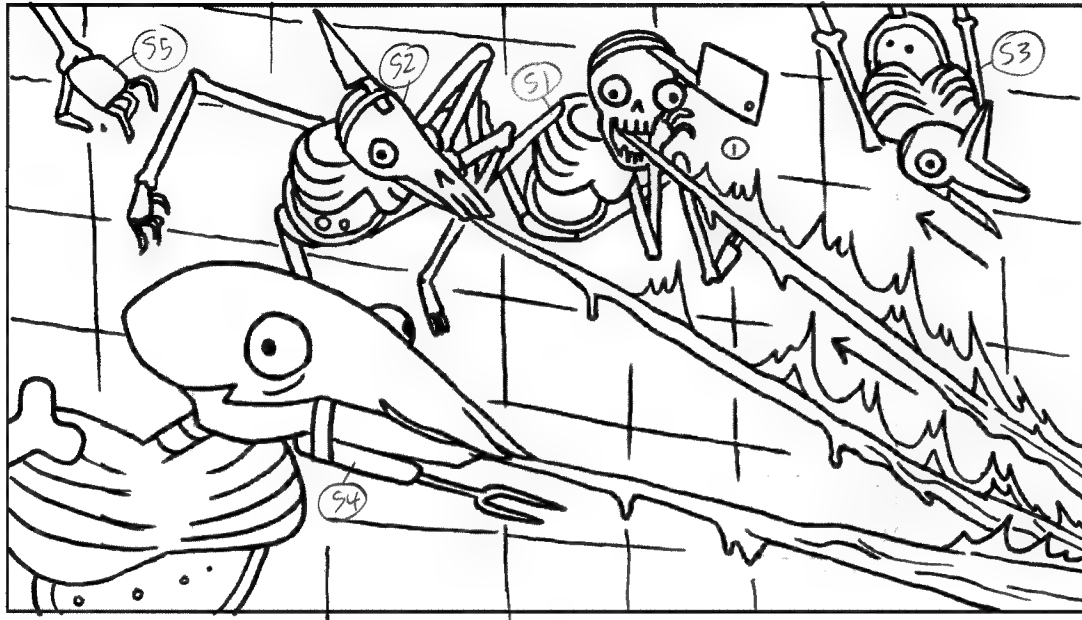
Page 209

Sc. 121

Pnl. A

Bg.

day night

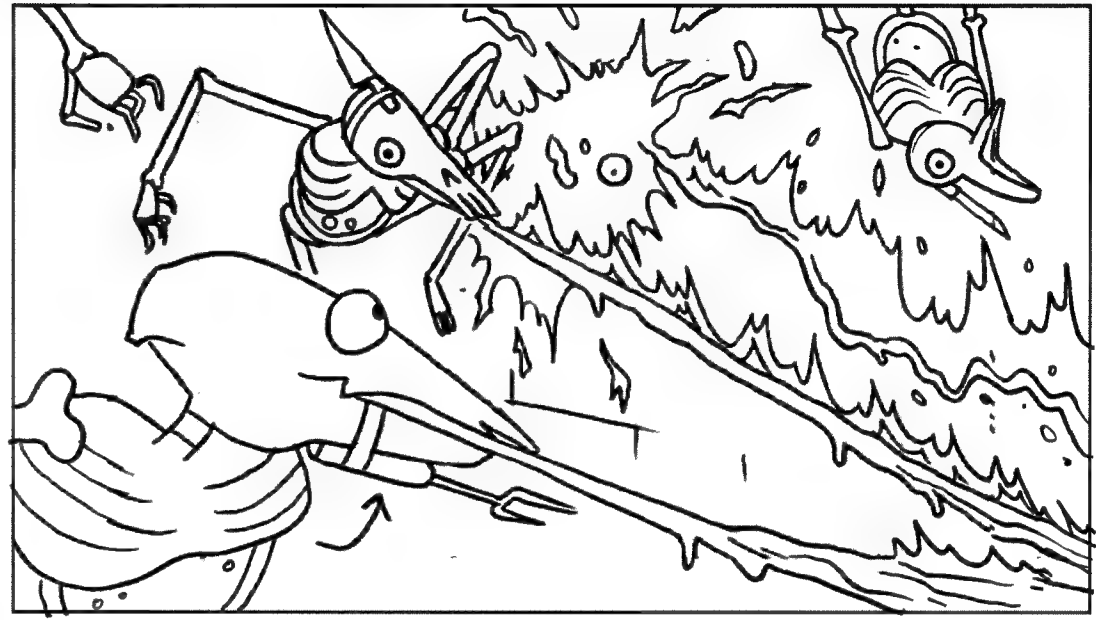


Sc. 121

Pnl. B

Bg.

day night



Dialog:

SFX * SSSS* [CONT] SFX* POOM*

SFX* POOM*

Action:

- FLAME TRAVELS UP GOO AND
APPROACHES GOOEY BUGS



- SKELETON 4 TURNS TO SEE

Timing:

- SKELETON 1 EXPLODES

EPISODE # 1014-116

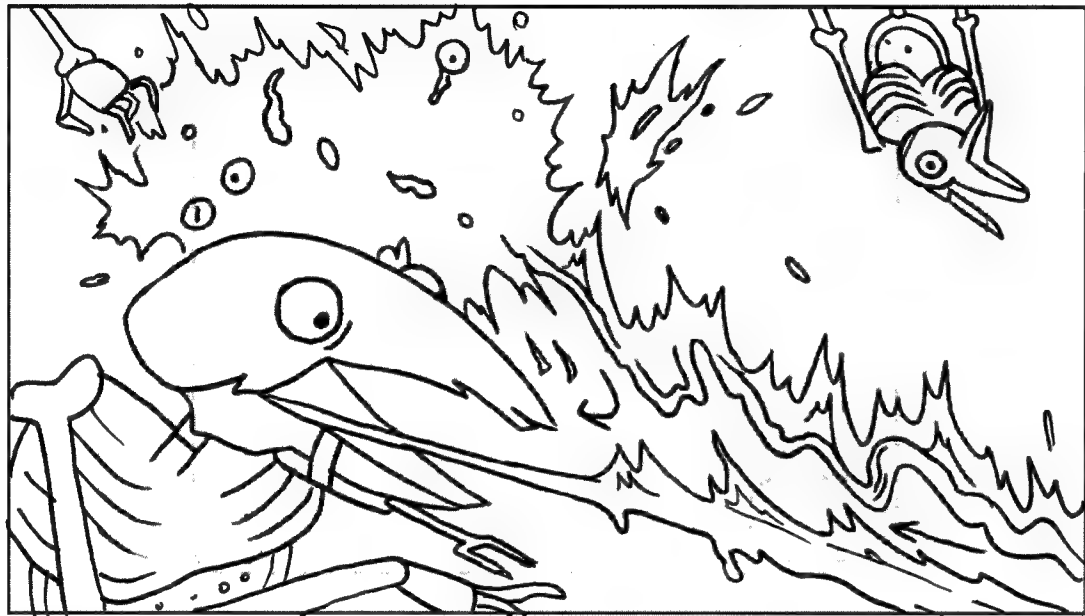
Production :

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ADVENTURE TIME



Sc. 121 Pnl. C Bg. day night



Sc. 121 Pnl. D Bg. day night



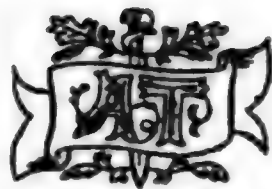
| | |
|--|---|
| Dialog: | |
| GOO SKULL: [WORRIED SOUNDS] | |
| SFX: * POOM * | |
| SFX: * POOM * | |
| Action: | |
| • SKELETON 6 EXPLODES • SKELETON 4 TURNS BACK, GRABS GOO THREAD | • SKELETON 4 EXPLODES • SKELETON 6 EXPLOSION FLAMES OUT |
| Timing: | |
| • FIRST EXPLOSION FLAMES OUT | |

EPISODE # 1014-116

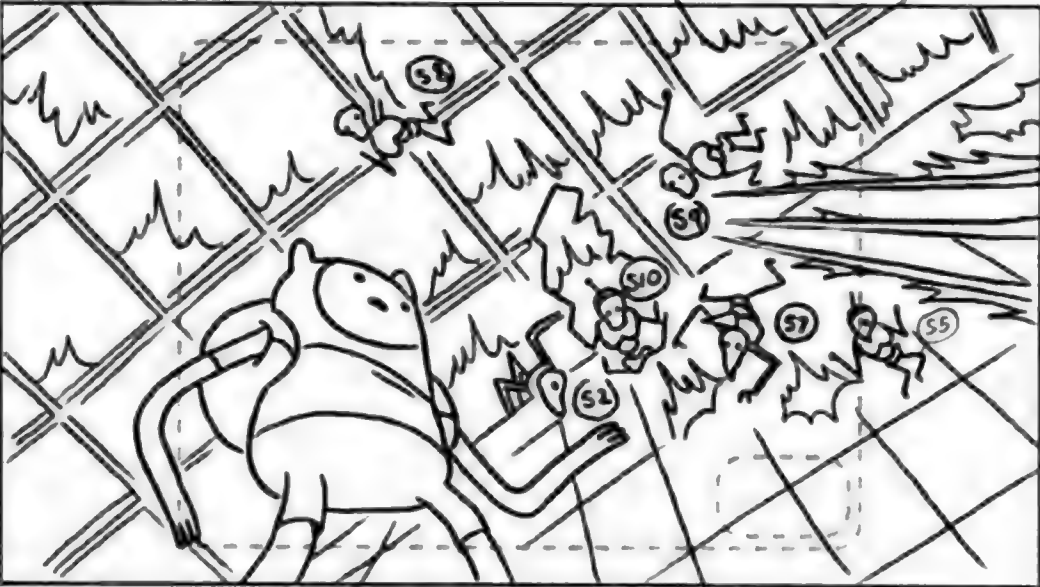
Production :

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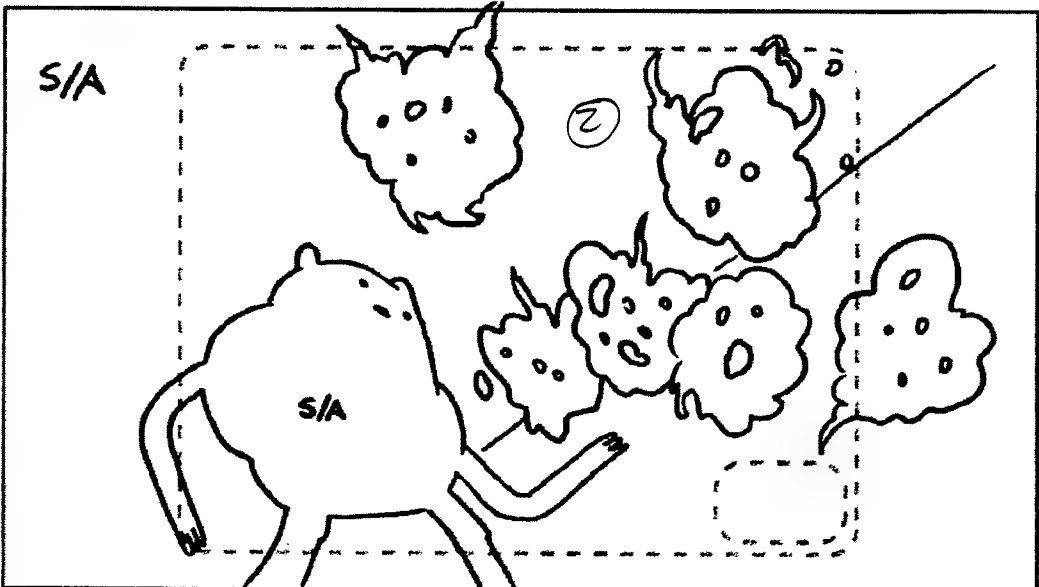
ADVENTURE TIME



Sc. 122 Pnl. A Bg. day night



Sc. 122 Pnl. B Bg. day night

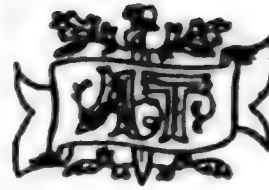


| | |
|---------|--|
| Dialog: | <p>① FIRE BURN GOOP...</p> <p>SFX: * POOM POOM POOM POOM *</p> <p>①</p> <p>②</p> <p>③</p> <p>④</p> <p>⑤</p> <p>⑥</p> <p>⑦</p> <p>⑧</p> <p>⑨</p> <p>⑩</p> <p>⑪</p> <p>⑫</p> <p>⑬</p> <p>⑭</p> <p>⑮</p> <p>⑯</p> <p>⑰</p> <p>⑱</p> <p>⑲</p> <p>⑳</p> <p>㉑</p> <p>㉒</p> <p>㉓</p> <p>㉔</p> <p>㉕</p> <p>㉖</p> <p>㉗</p> <p>㉘</p> <p>㉙</p> <p>㉚</p> <p>㉛</p> <p>㉜</p> <p>㉝</p> <p>㉞</p> <p>㉟</p> <p>㊱</p> <p>㊲</p> <p>㊳</p> <p>㊴</p> <p>㊵</p> <p>㊶</p> <p>㊷</p> <p>㊸</p> <p>㊹</p> <p>㊺</p> <p>㊻</p> <p>㊼</p> <p>㊽</p> <p>㊾</p> <p>㊿</p> |
| Action: | |
| Timing: | |

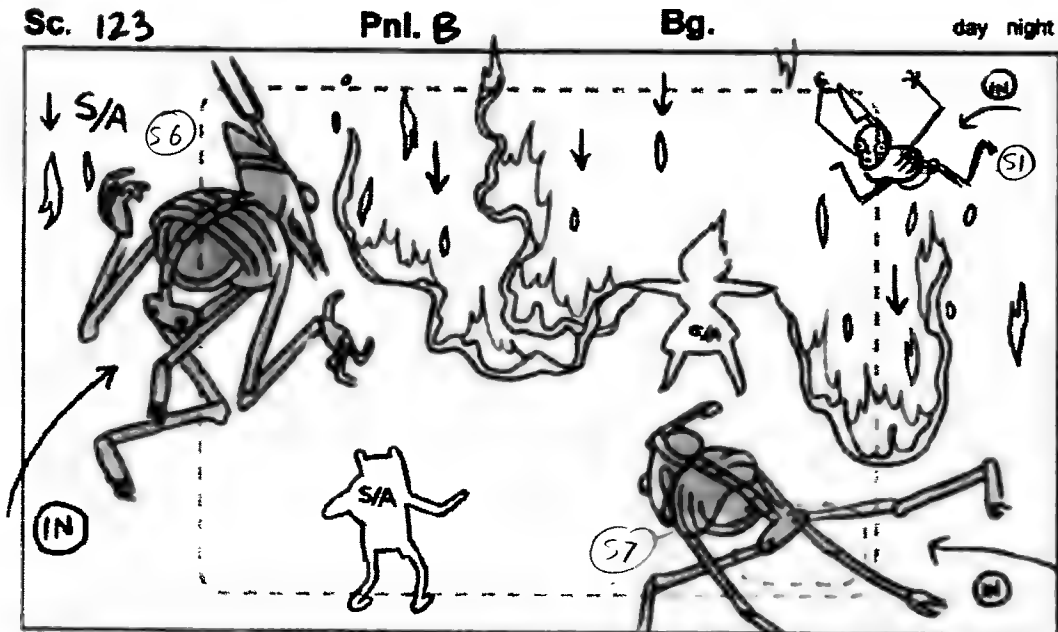
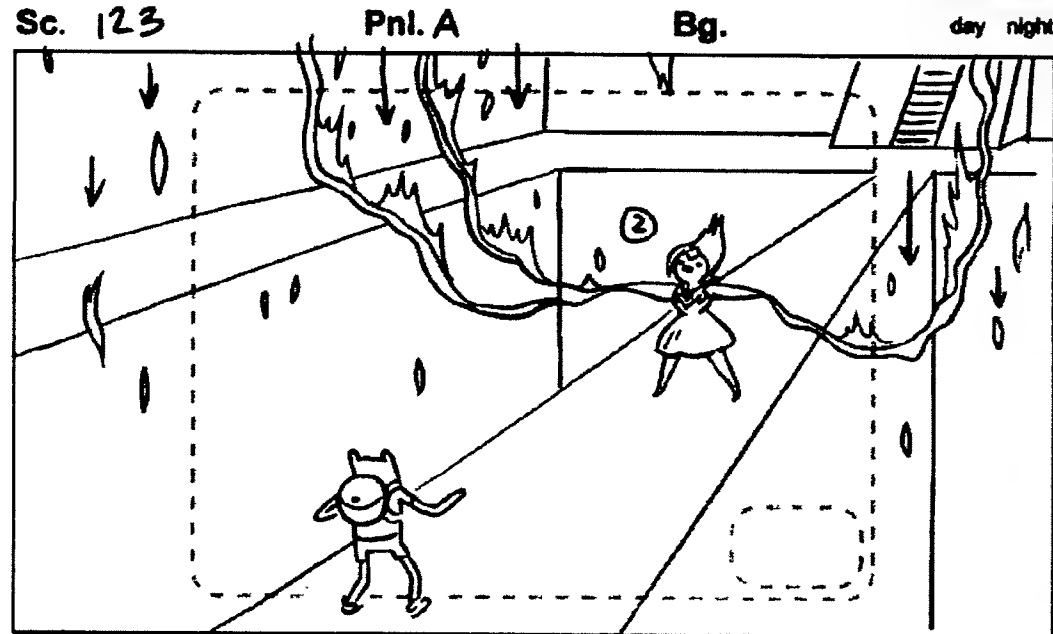
EPISODE # 1014-116

Production :

ADVENTURE TIME



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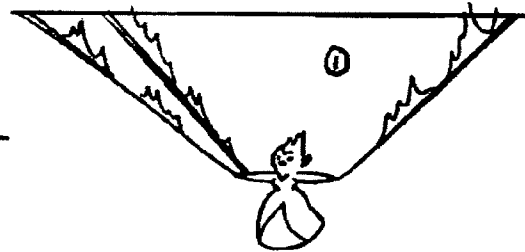
Dialog:

(FP) YES! FUEL MY FLAMES...

(FP) PUNY WORMS!

Action:

- FLAMING GOO WEBS DRIFT DOWNWARD
- FLAMES FALLING



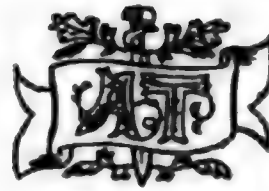
SKELETONS LEAP ON/S

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



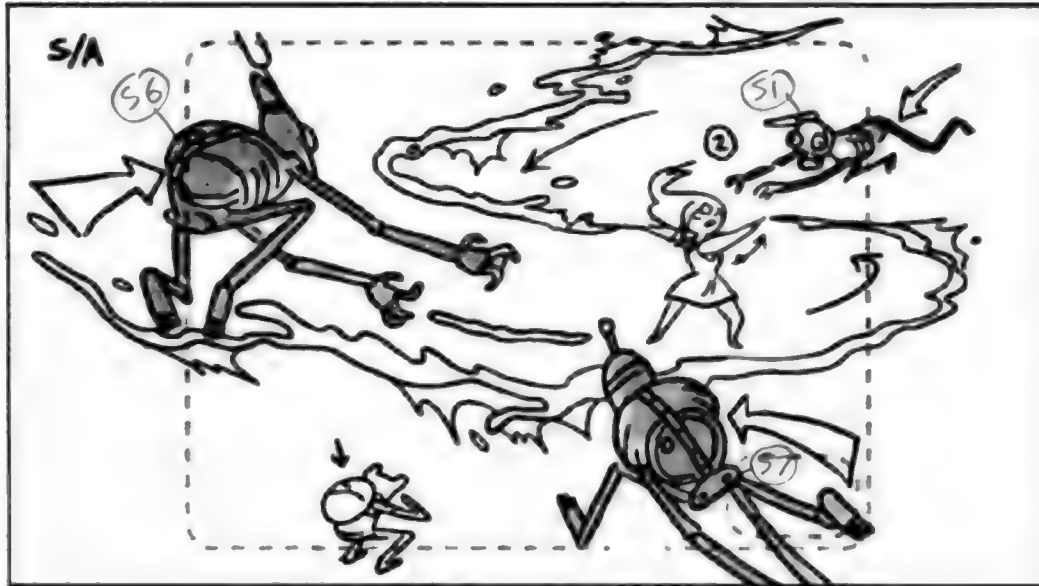
Page 213

Sc. 123

Pnl. C

Bg.

day night

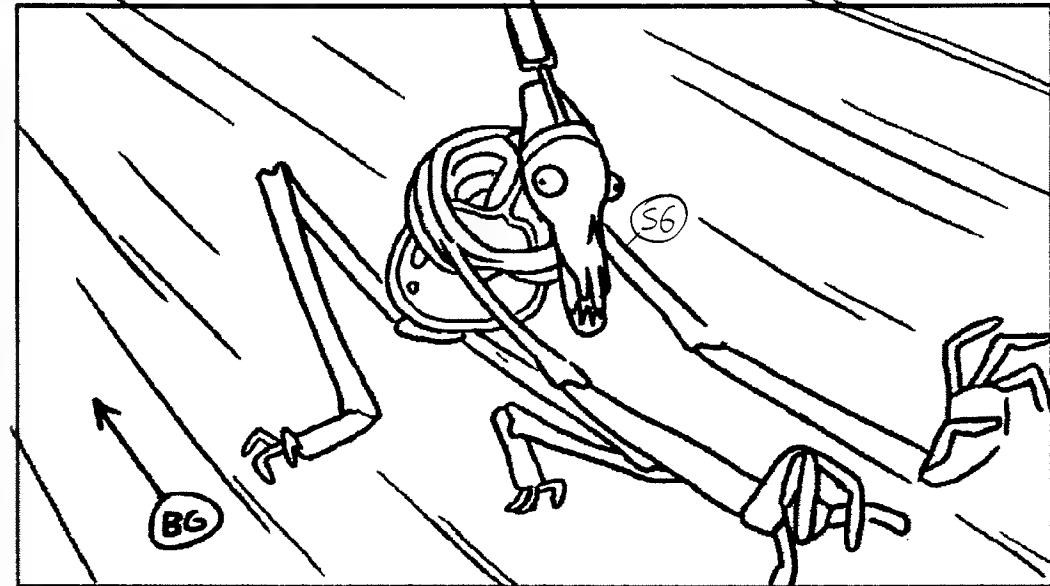


Sc. 124

Pnl. A

Bg.

day night



EPISODE # 1014-116

Dialog:

(FP) : [Laughing]
SFX : * KRAKK *

GOO SKULL : [CLICKING]

Action: . FP FLAILS GOO WEBS LIKE WHIPS
- FINN DUCKS FROM WHIPS.



SKELETON FLYING THROUGH AIR

Timing:

Production :

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ADVENTURE TIME



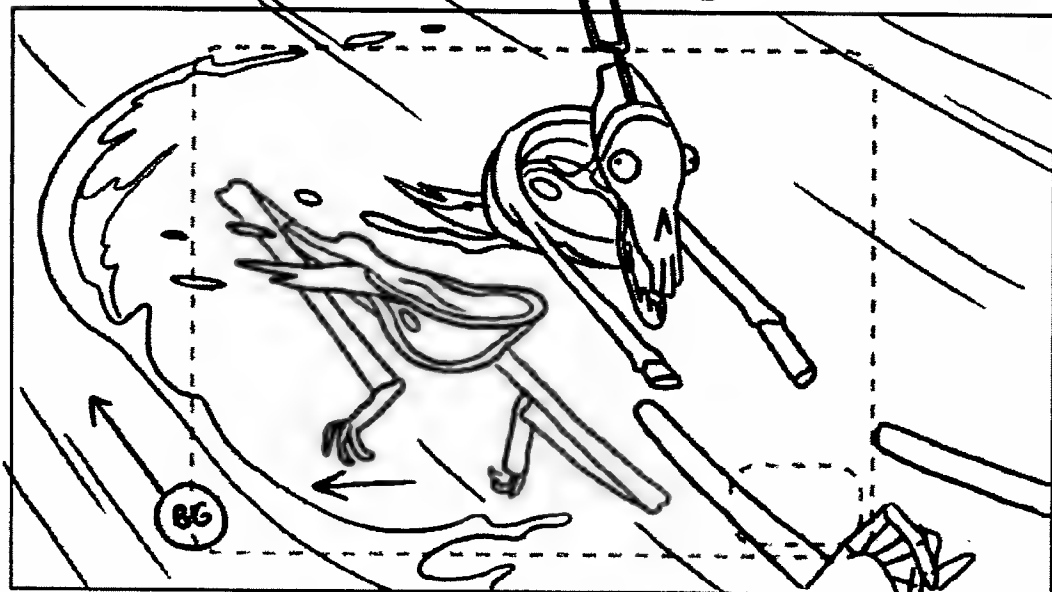
Page 214

Sc. 124

Pnl. B

Bg.

day night

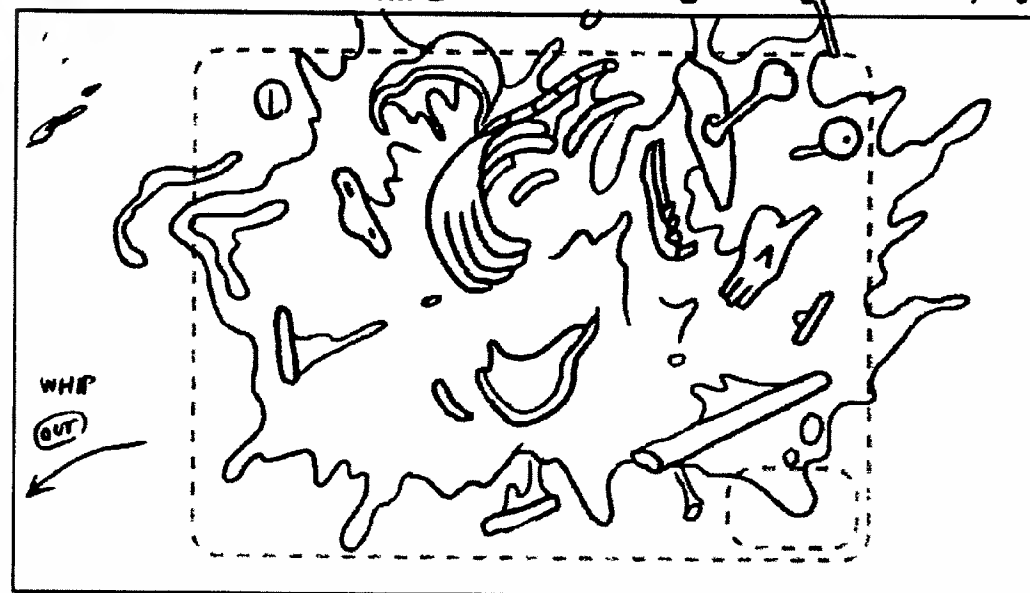


Sc. 124

Pnl. C

Bg.

day night



Dialog:

SFX * SLSHH *

GOO SKULL: [CONFUSED NOISE]

SFX : *POOM*

Action:

- FLAME WHIP SLICES THROUGH SKELETON,
GOO SACK

- FLAME WHIP
CONTINUES OFF/S.
- GOO SKULL EXPLODES

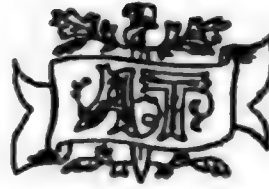
Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 215

Sc. 125

Pnl. A

Bg.

day night

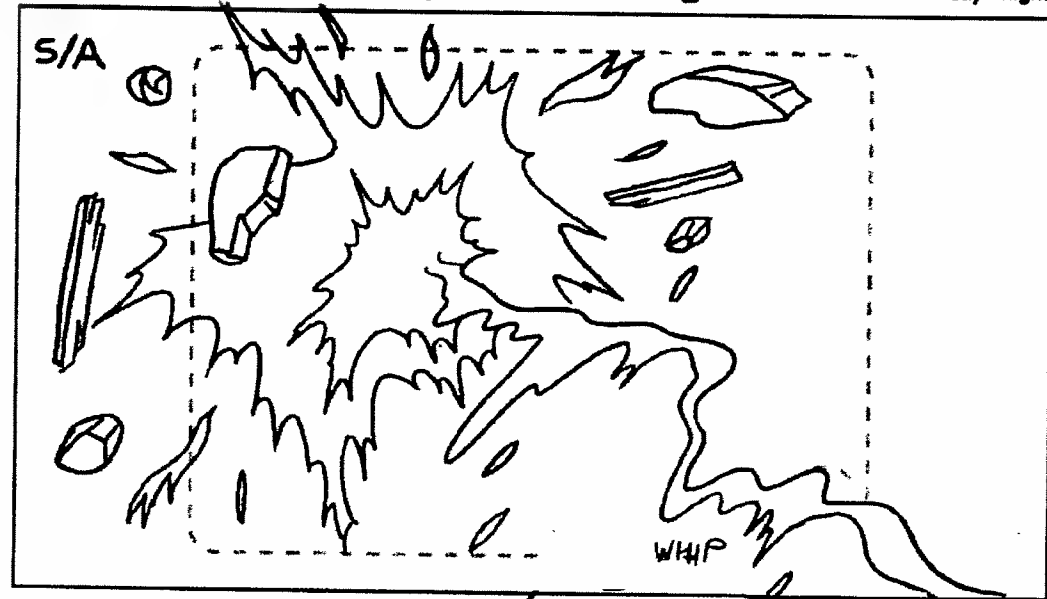


Sc. 125

Pnl. B

Bg.

day night



Dialog:

(FP) HA!

SFX: * SKRASHH!! *

Action:

FP'S HAND SWINGS INTO
FRAME

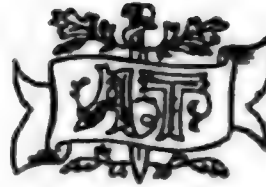
— FLAME WHIP UNCURLS ON/S AND HITS CEILING.

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



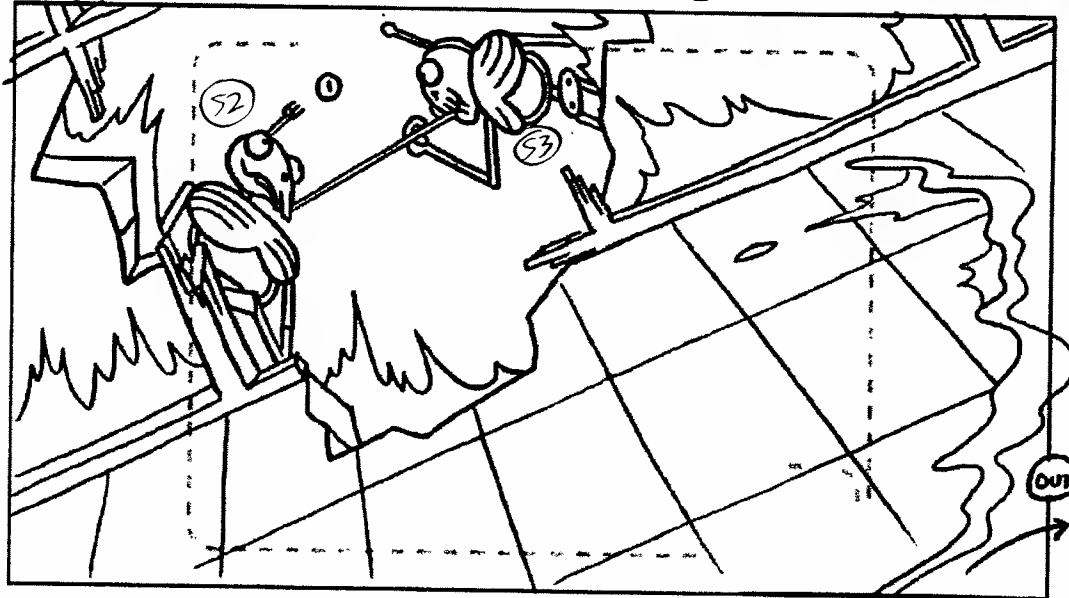
Page 216

Sc. 125

Pnl. C

Bg.

day night

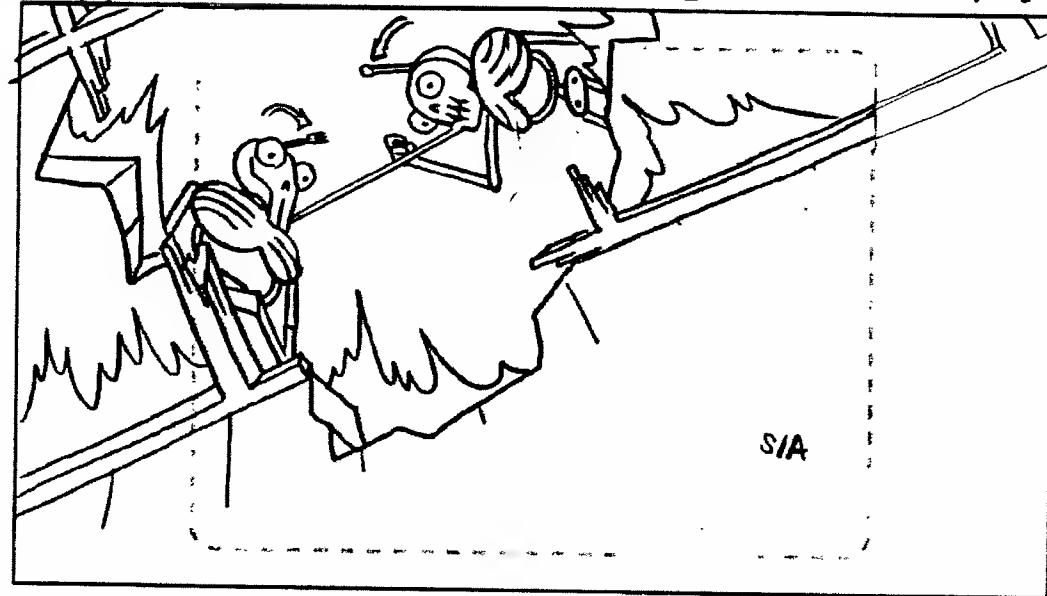


Sc. 125

Pnl. D

Bg.

day night



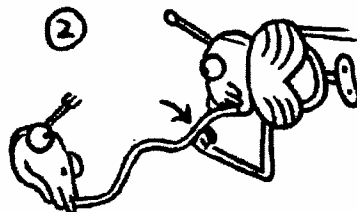
Dialog:

SFX: * TWANG * * TWANG * * TWANG *

Action: • TWO SKELETONS HOLD GOO THREAD IN MOUTH
• SKELETON PLUCKS THREAD, MAKING TWANGING SOUND
• WHIP SWINGS AWAY

- GOO SKULLS LOOK DOWN

Timing:

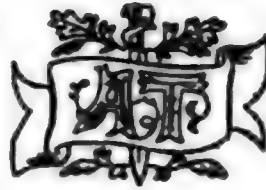


① x ②
REPEAT

EPISODE # 1014-116

Production :

ADVENTURE TIME



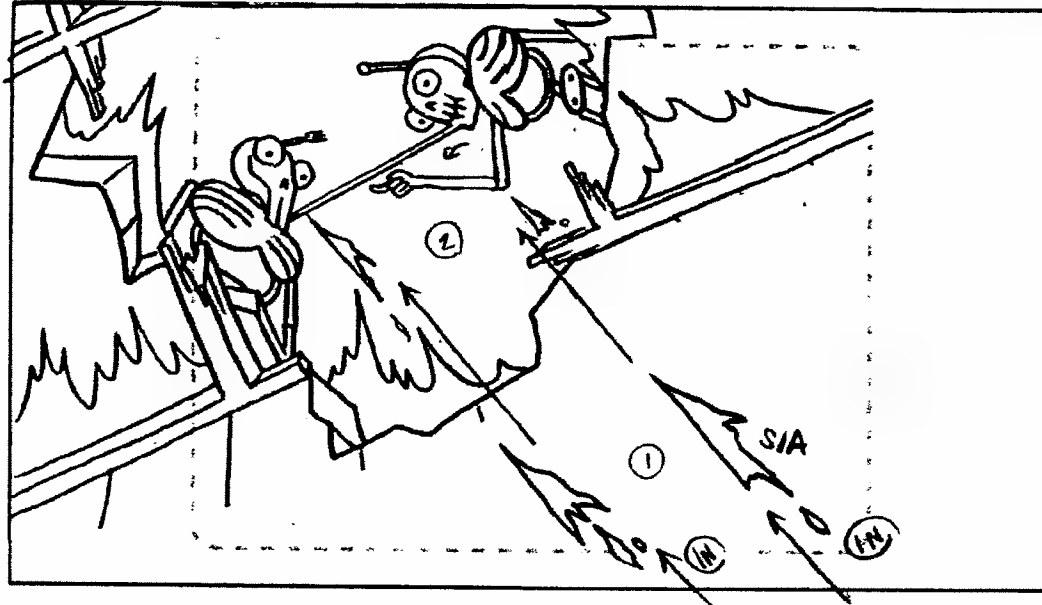
Page 216 A

Sc. 125

Pnl. E

Bg.

day night

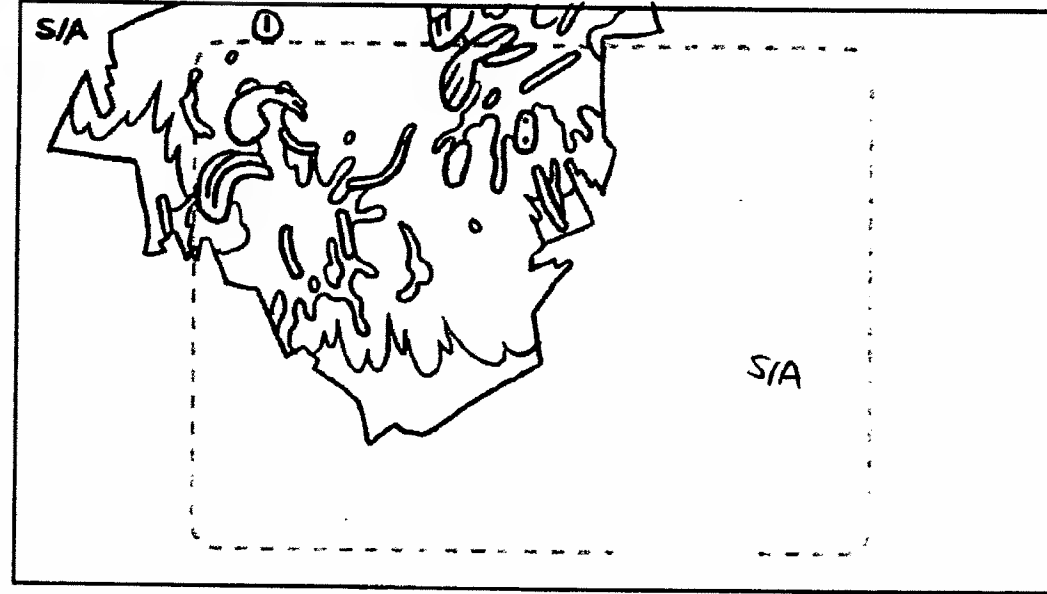


Sc. 125

Pnl. F

Bg.

day night



Dialog:

FP: [Laughing O/S]

SFX: * FTT-FTT *

SFX: *POOM *

Action:

- TWO FLAME DARTS FLY ONIS AND
HEAD TOWARDS GOO SKULLS.

- GOO SKULLS EXPLODE

Timing:



EPISODE #

Production :

ADVENTURE TIME



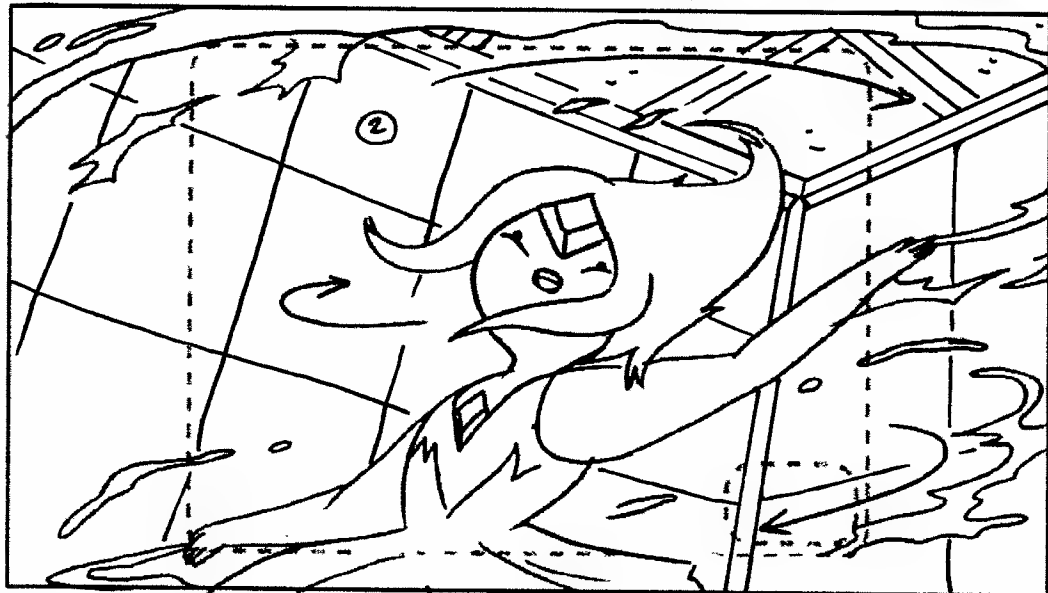
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Sc. 126

Pnl. A

Bg.

day night

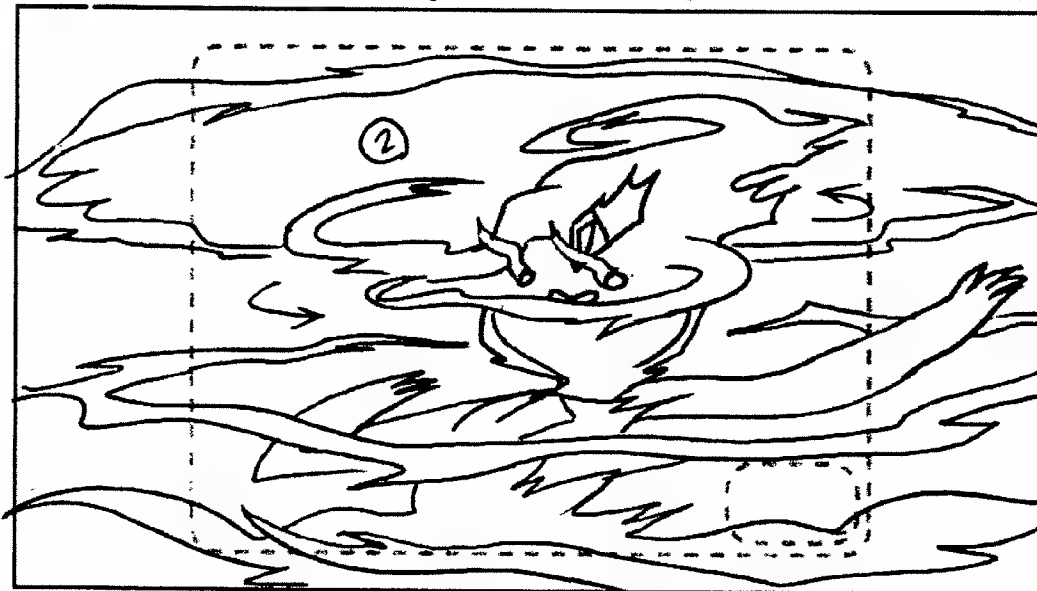


Sc. 126

Pnl. B

Bg.

day night



Dialog:

(FP) [Laughing]

SEX *POOM POOM*

Action: FP WHIPS, SPINS IN CIRCLE

FLAME RIBBONS
CIRCLE HER

①



FP CONTINUES TO
SPIN, TRANSFORM
INTO SCARIER FORM

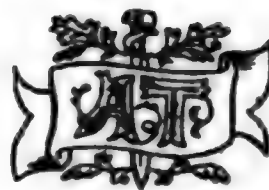


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ADVENTURE TIME



Page 218

Sc. 126

Pnl. C

Bg.

day night

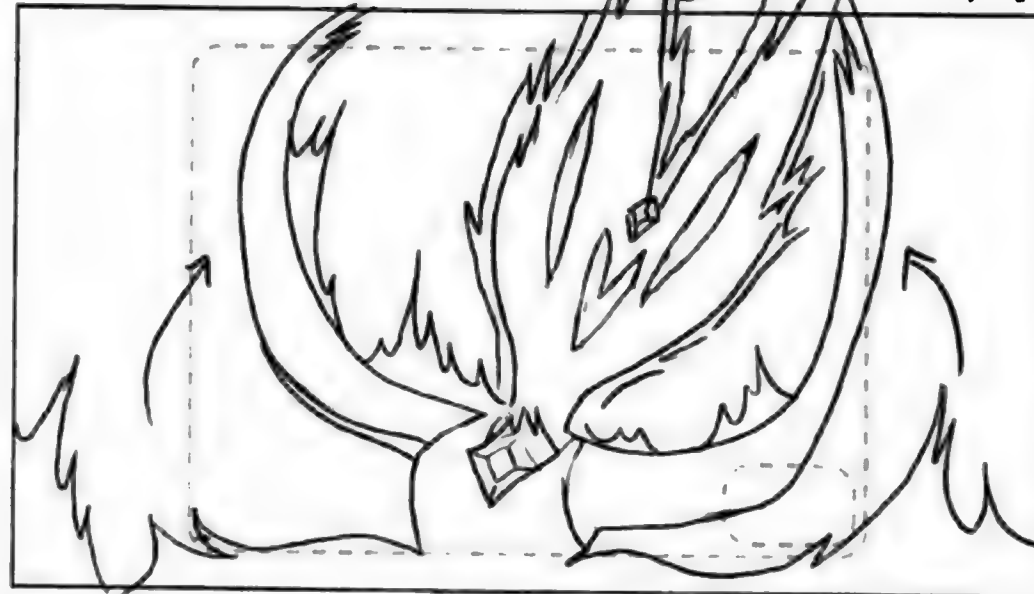


Sc. 126

Pnl. D

Bg.

day night



Dialog:

(FP) THE POWER OF...

Action:

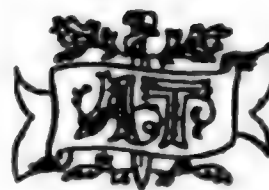
- TRANSFORMATION COMPLETES
- FP STOPS SPINNING
- FLAME RINGS/RIBBONS/WHIPS DISSIPATE

Timing:

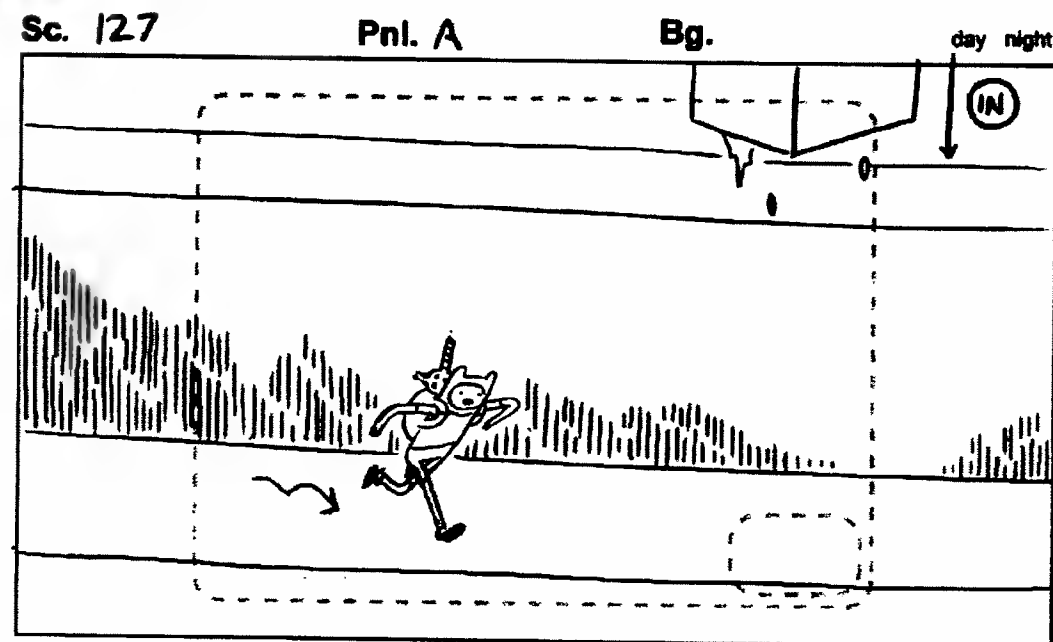
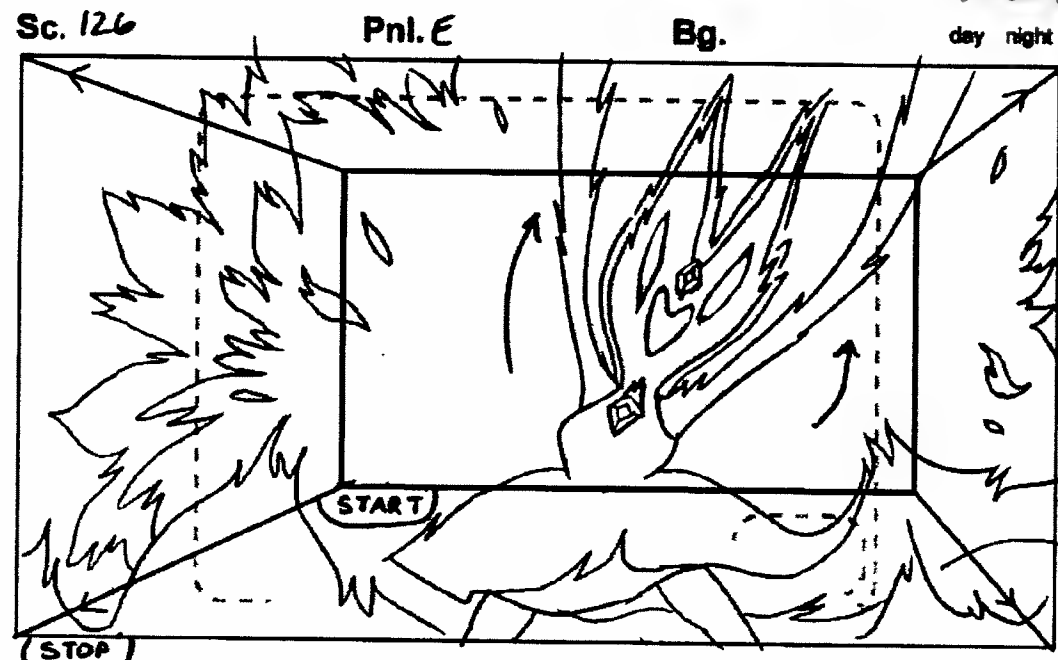
EPISODE # 1014-116

Production :

ADVENTURE TIME



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EPISODE # 1014-116

Production :

Dialog:

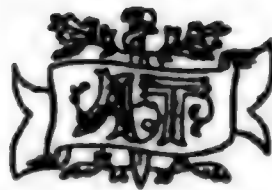
(F) ... DESTRUCTION.

Action: . FP RAISES ARMS
. TRUCK OUT
. BG FULL OF KALEIDOSCPIC FIRE fx

F RUNNING ACROSS PLATFORM
FLAMING BLOCK FALLS

Timing:

ADVENTURE TIME



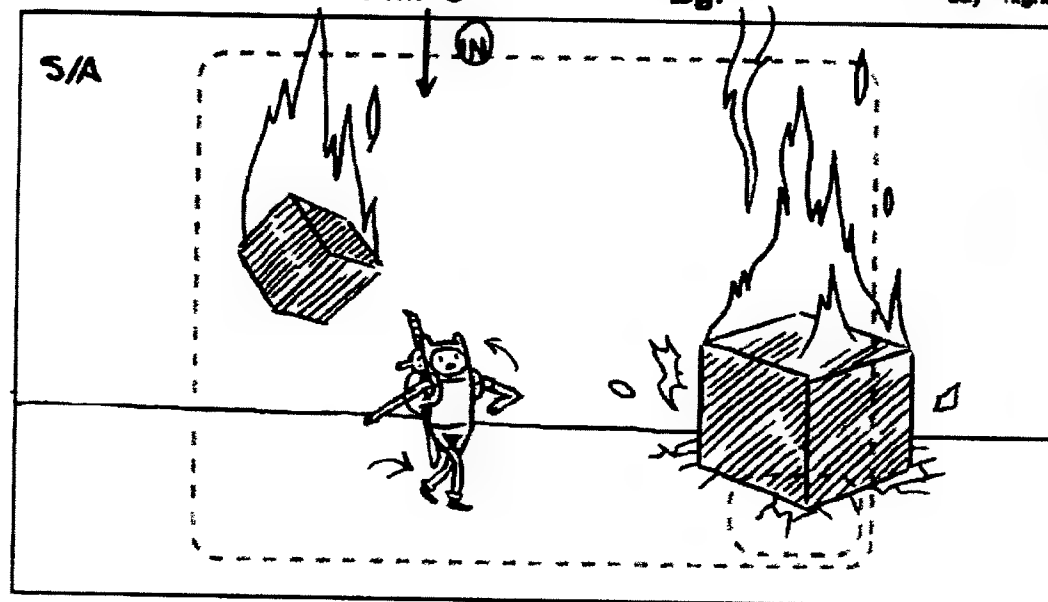
Page 220

Sc. 127

Pnl. B

Bg.

day night

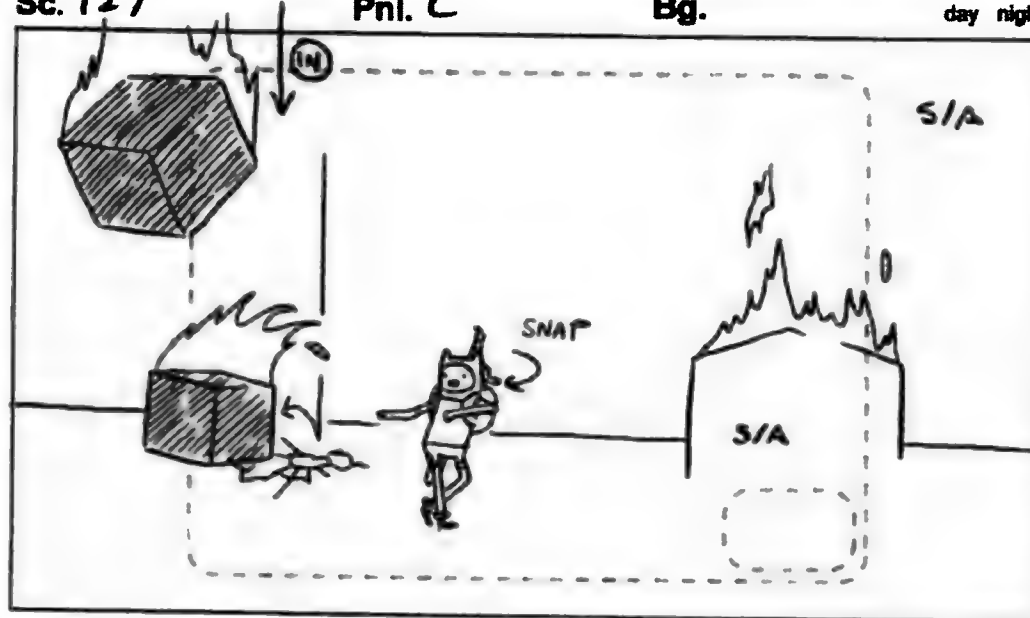


Sc. 127

Pnl. C

Bg.

day night



Dialog:

SFX * THOOM *

SFX: * THOOM *

Ⓢ AH!

Action:

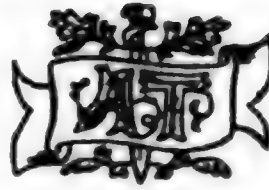
- FLAMING BLOCK FALLS IN FRONT OF FINN
- FINN STOPS SHORT.

Timing:

EPISODE # 1014-116

Production :

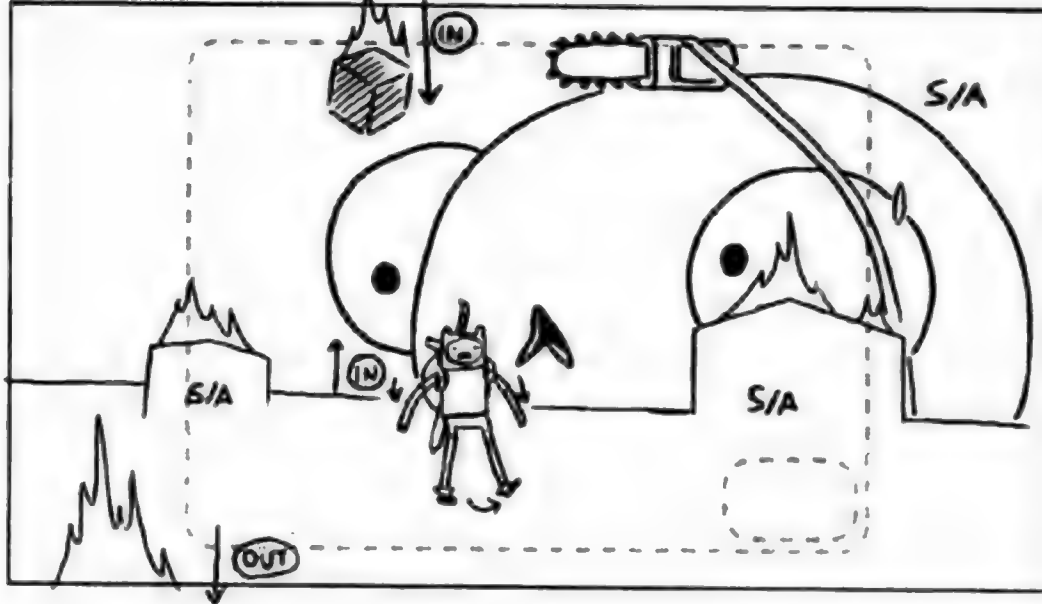
Advertisement for the 1934 Ford Model 40, featuring a large illustration of the car and text describing its features and availability.

Page 221

Pnl. D

Bg.

day night

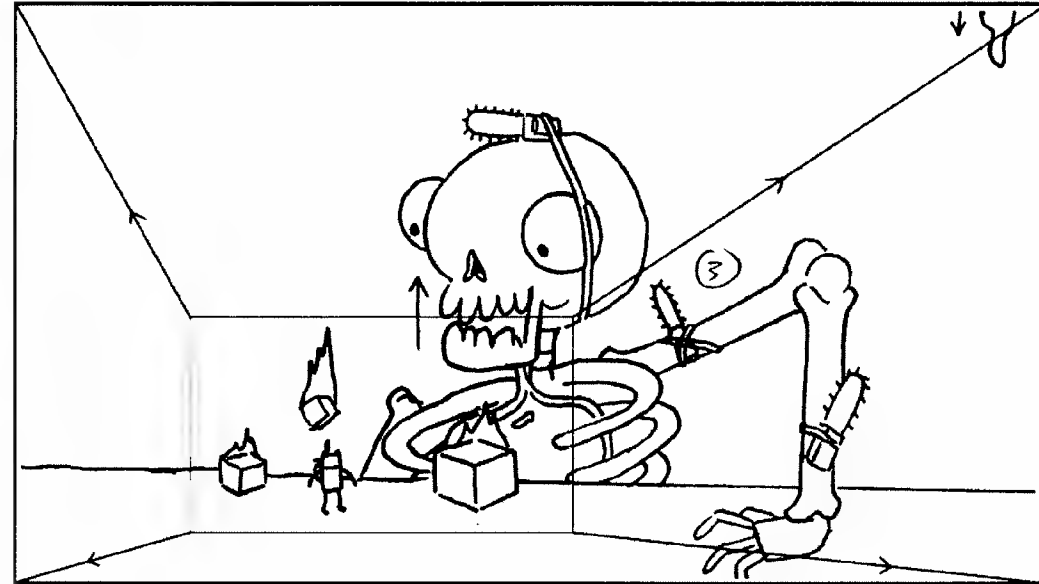


Sc. 127

Pnl. E

Bg.

day night



⑦ АНН!

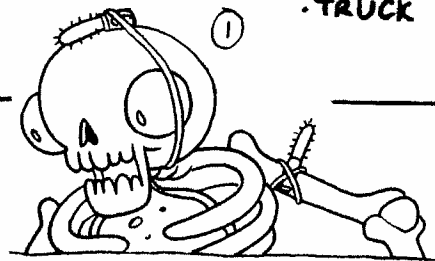
SFX: * CHAINSAW RUNNING *

GIANT SKELETON: [HISSSS]

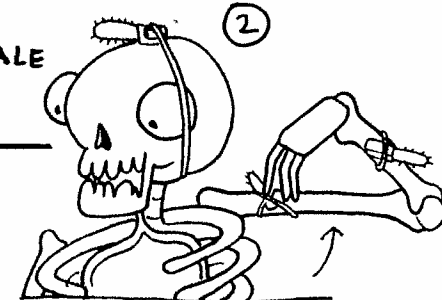
SF-X : * RUMBLING *

• GIANT GOD SKELETON RISES ON/5

• FLAMING DEBRIS FALLS OFF/S

Timing:

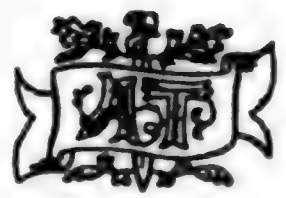
•TRUCK OUT TO SNOW SCALE



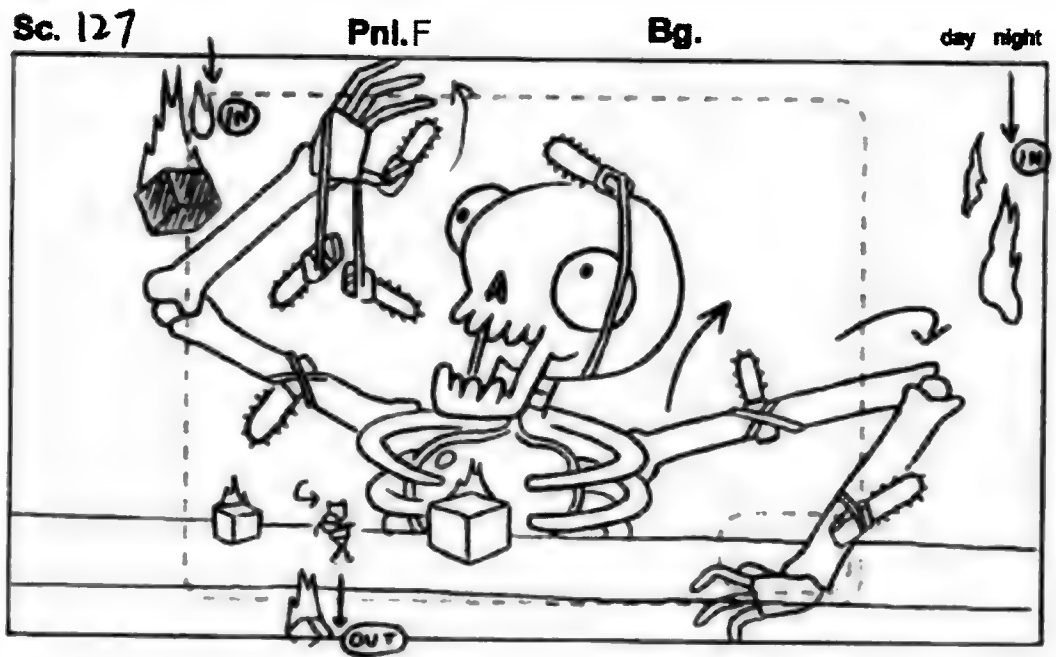
EPISODE # 1014-116

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night



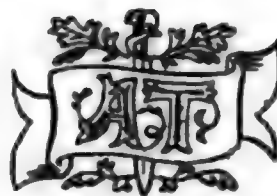
| | |
|---------|---|
| Dialog: | <p><u>GIANT SKELETON:</u> [HISSSS]</p> <p><u>SFX :</u> * RUMBLING *</p> |
| Action: | <p>- FINN SPINS AROUND.</p> |
| Timing: | |

EPISODE # 1014-116

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ADVENTURE TIME



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Sc. 127

Pnl. G

Bg.

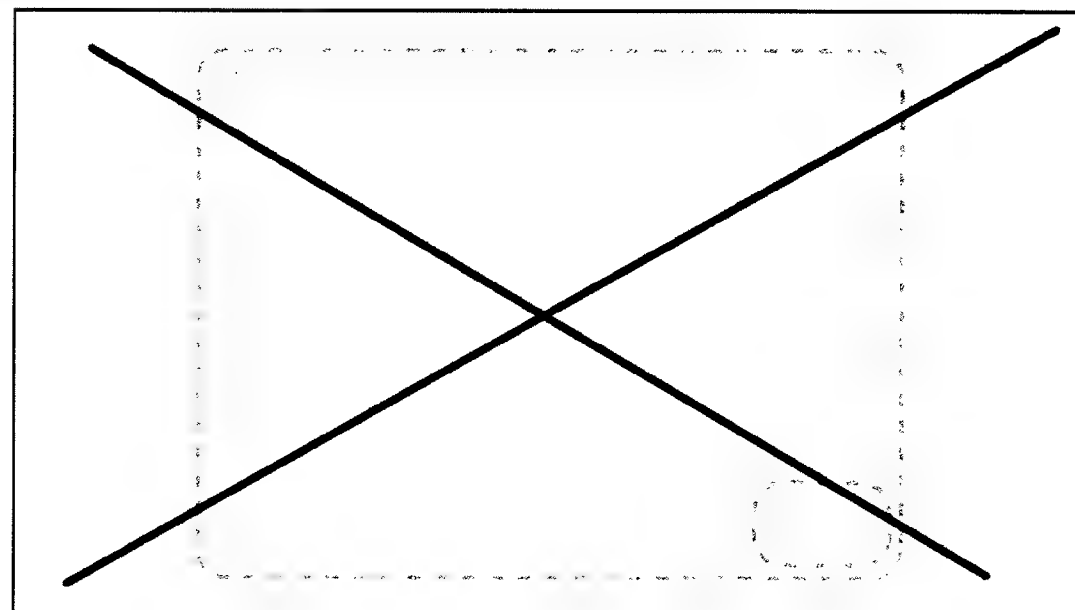
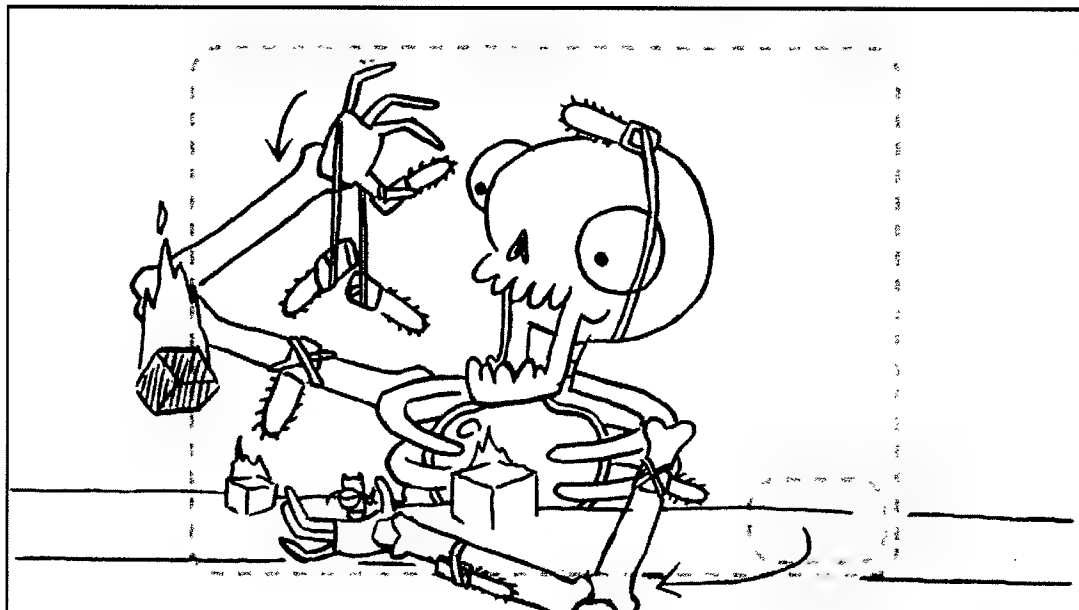
day night

Sc.

Pnl.

Bg.

day night



Dialog:

GGs: <gross noises>

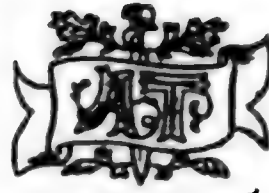
Action:

Timing:

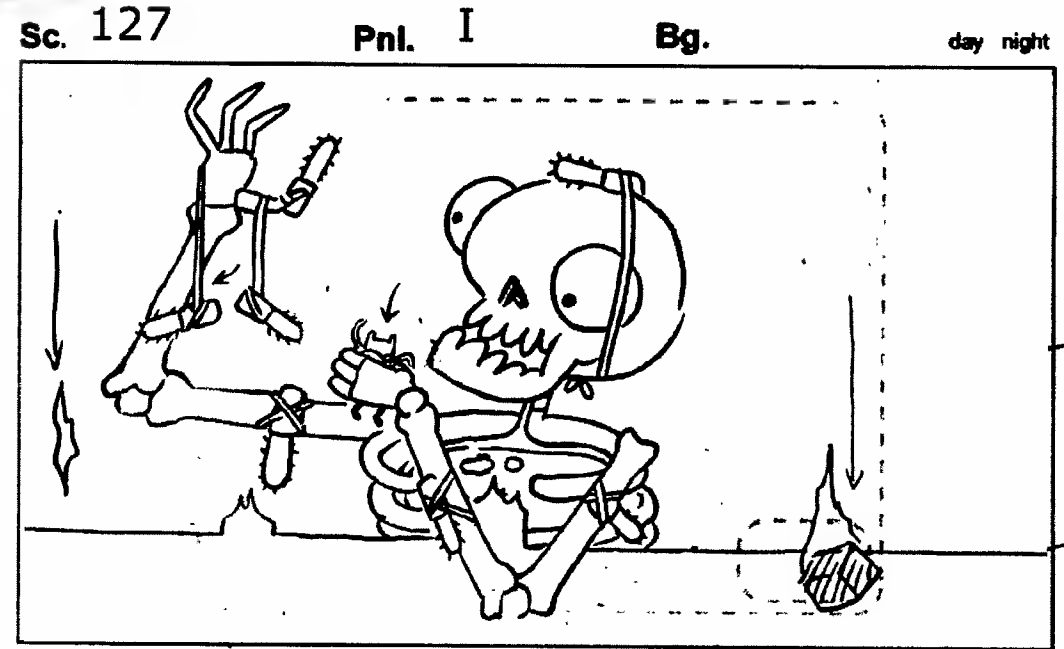
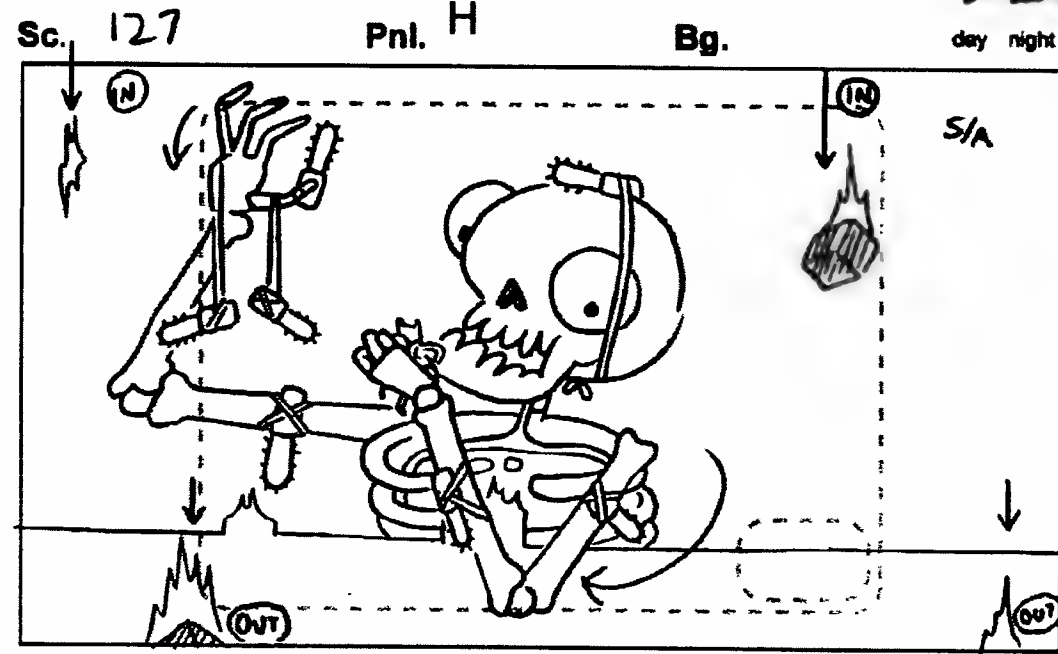
EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 222



Dialog:

GGS : HURRR??

Finn: Ahhh

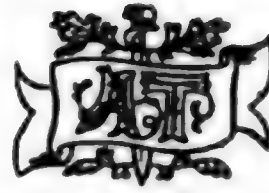
Action:

· GANT G.S. SNATCHES UP FINN

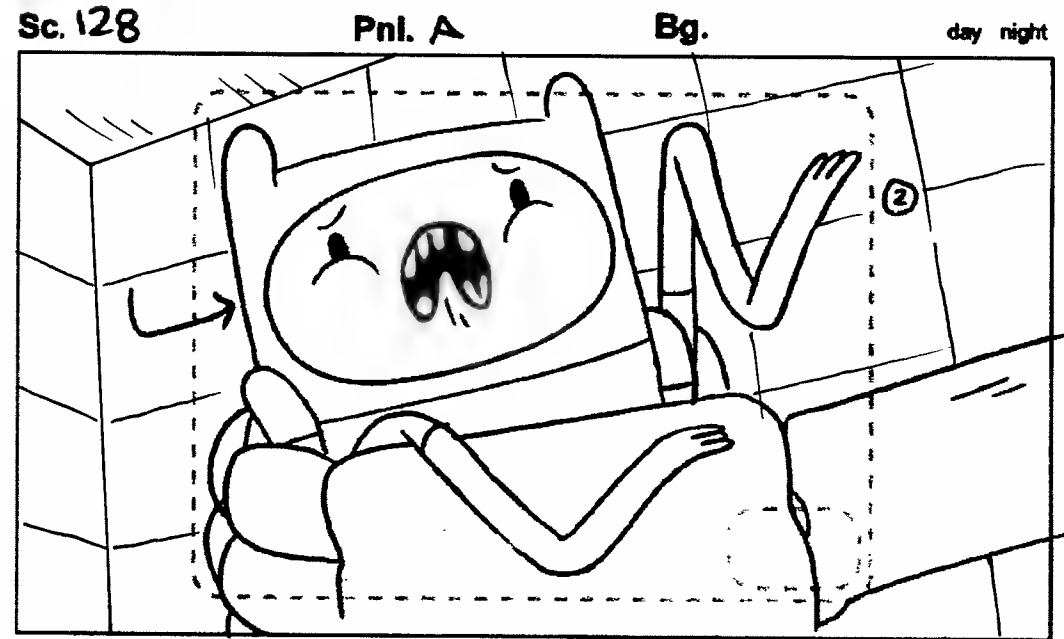
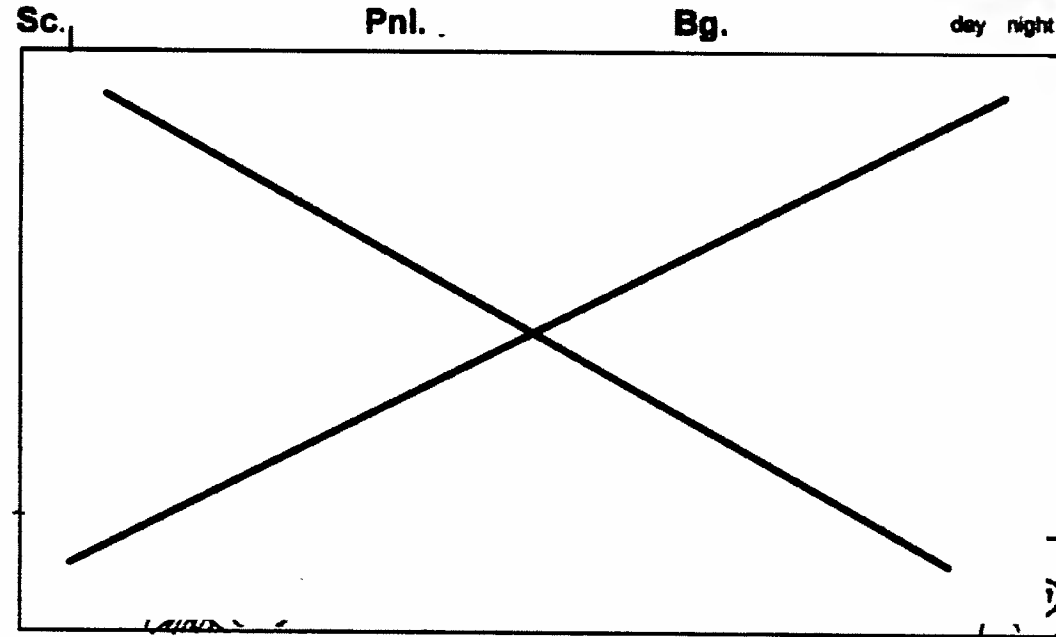
Timing:

EPISODE # 1014-116

ADVENTURE TIME



Page 222 A



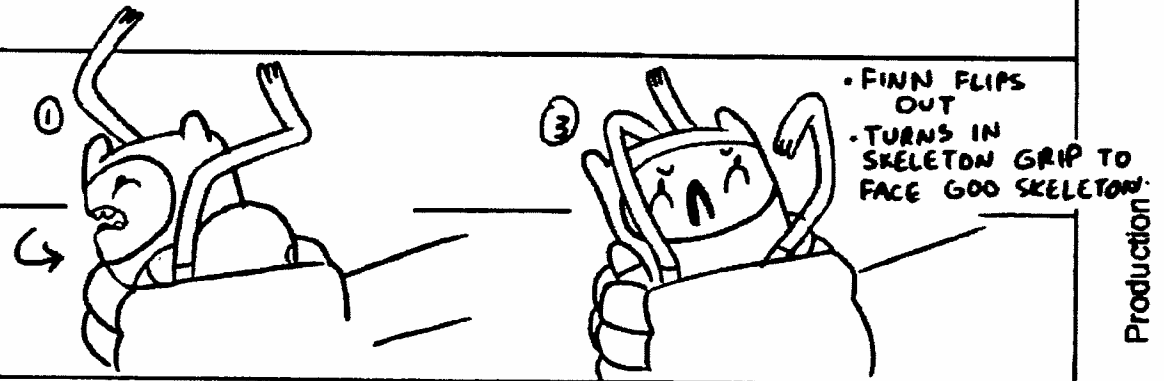
EPISODE # 1014-116

Dialog:

Ⓕ: AHHH

Action:

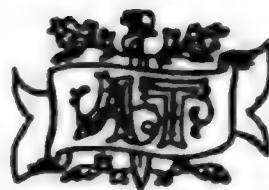
Timing:



Production

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ADVENTURE TIME



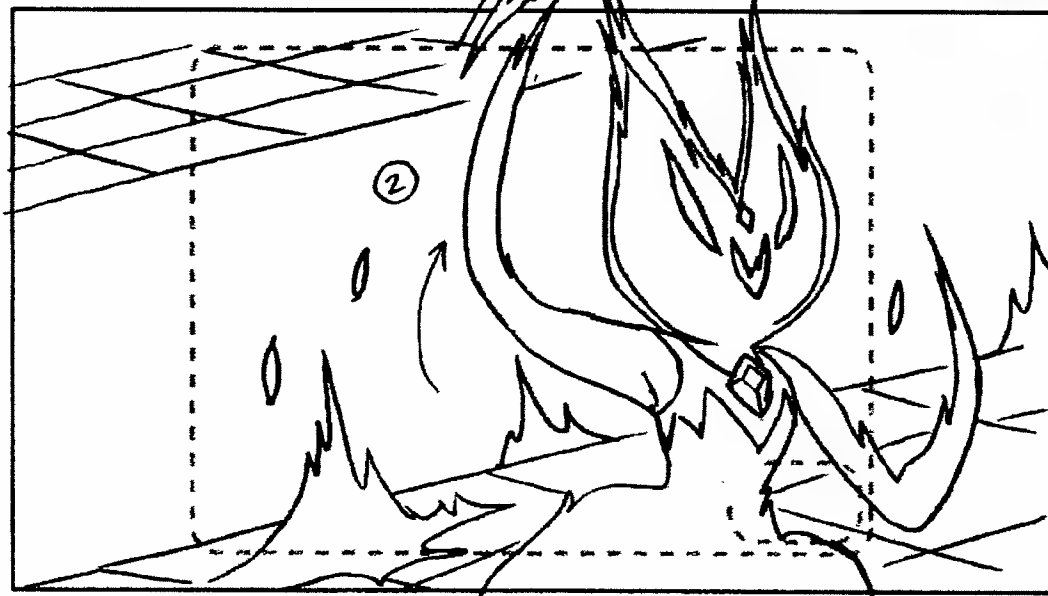
Page 223

Sc. 129

Pnl. A

Bg.

day night

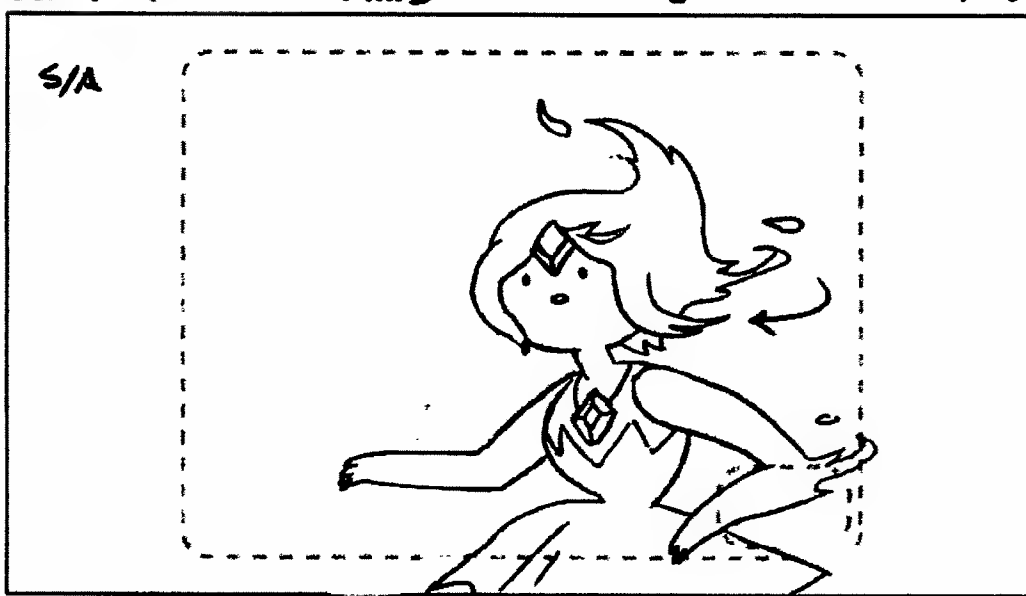


Sc. 129

Pnl. B

Bg.

day night



Dialog:

(F) [OFF/S] FLAME PRINCESS!

Action:

-FP THROWS FIREBALL OFF/S.

Timing:



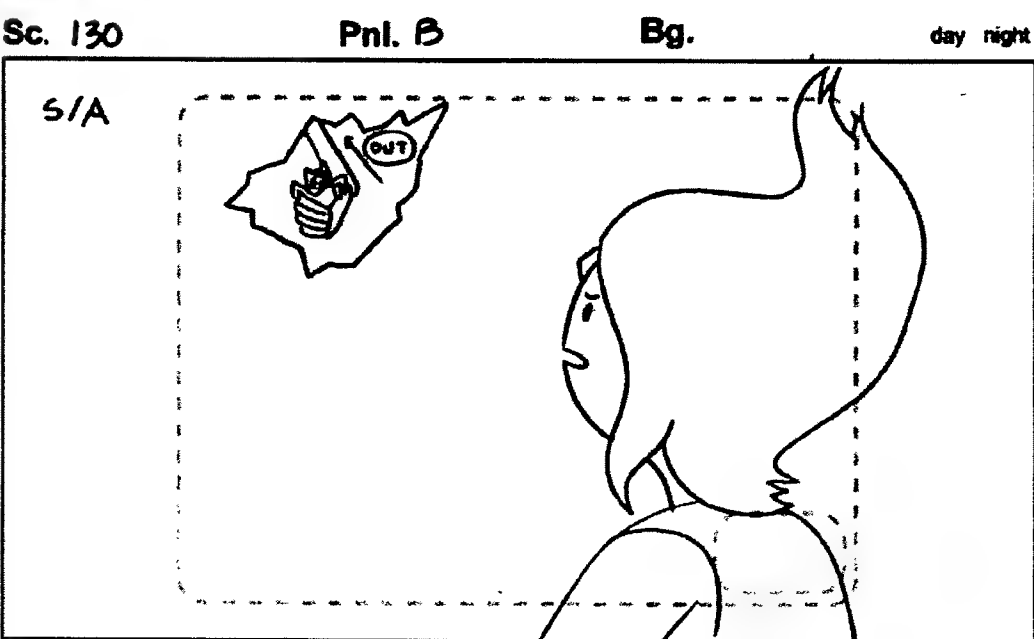
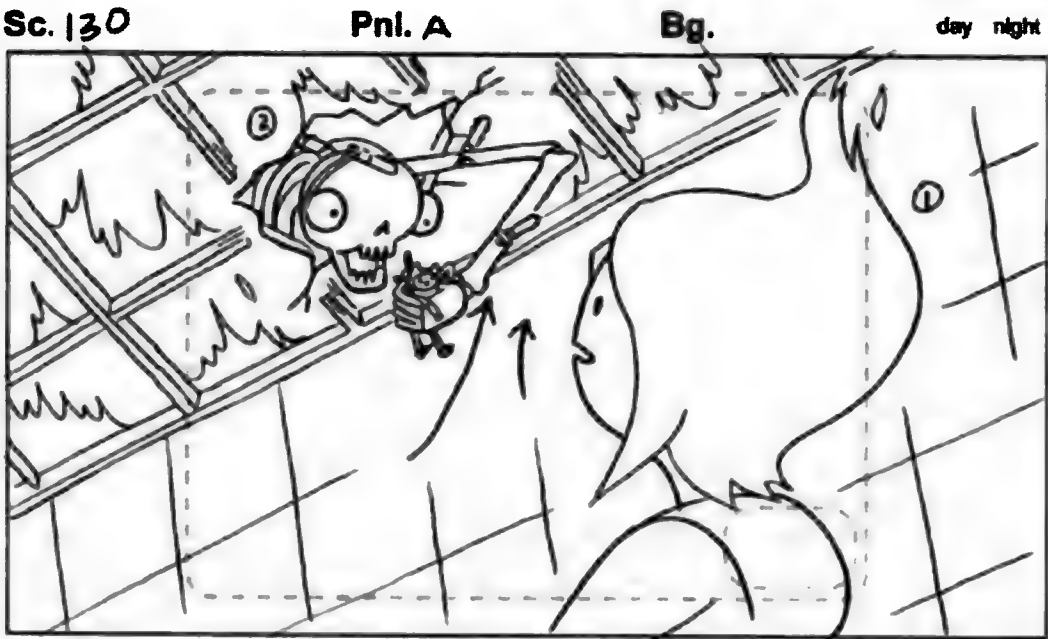
FP WHIPS AROUND AND RETURNS TO NORMAL FORM.



EPISODE # 1014-116

Production :

ADVENTURE TIME



Dialog:

GGS : * HSSS *

Action: GGS CARRIES FINN UP FP LOOKS UP GGS PULLS FINN INTO HOLE IN CEILING

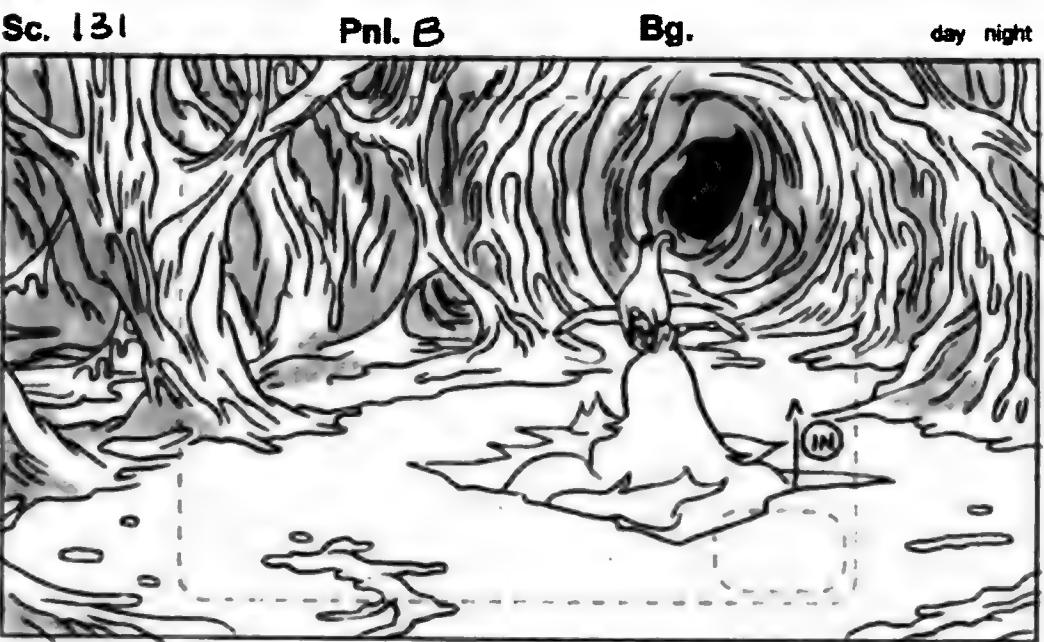
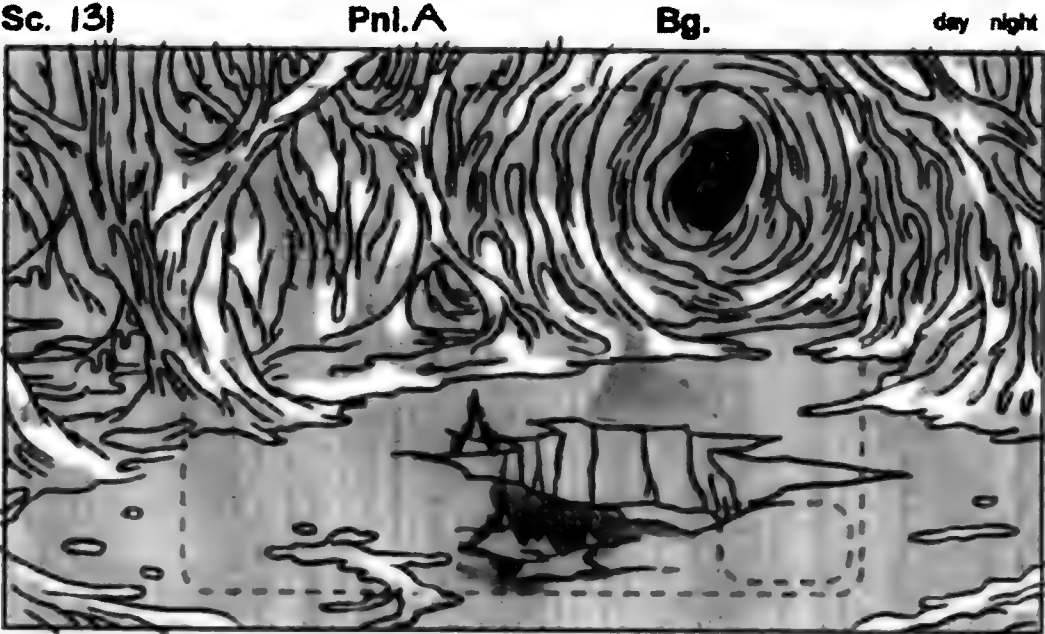
Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME

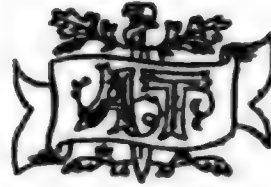


| | |
|---------------------------------|---|
| Dialog: | SFX: FWOOSH! |
| Action: DARKENED GOO NEST | . FP RISES INTO NEST . NEST IS ILLUMINATED |
| Timing: | |

EPISODE # 1014-116

Production :

ADVENTURE TIME



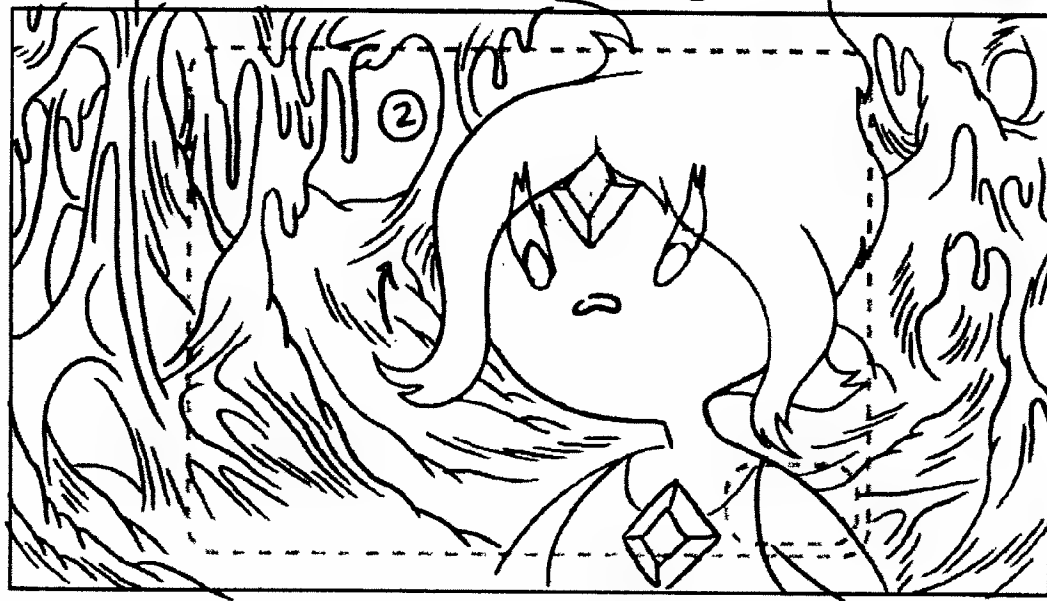
Page 226

Sc. 131

Pnl. A

Bg.

day night

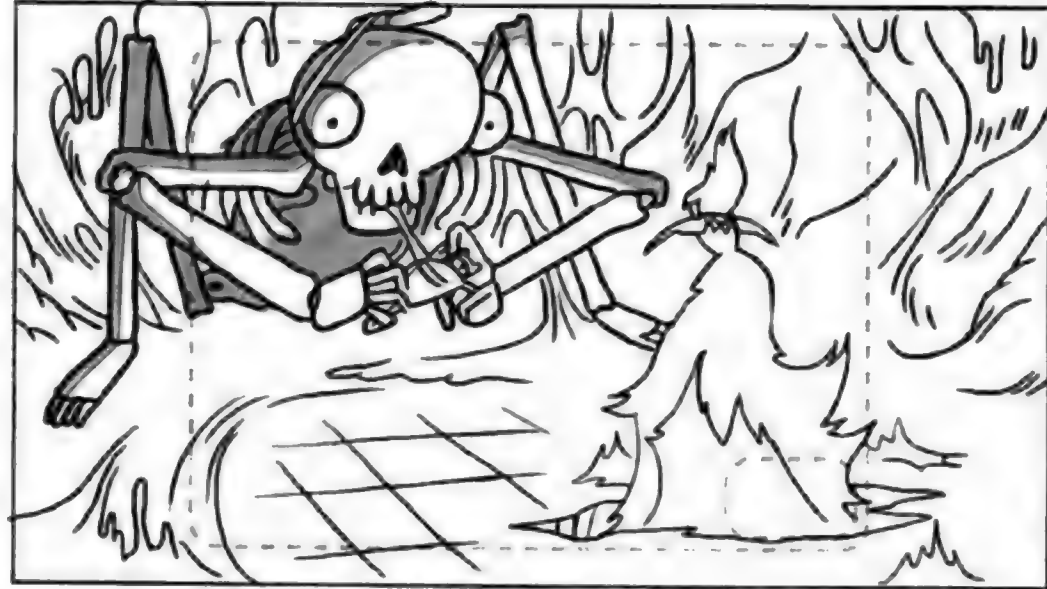


Sc. 131A

Pnl. A

Bg.

day night



EPISODE # 1014-116

Dialog:

GSS : THBTTHH

Action: - FP LOOKS UP

①

- GSS IS WRAPPING
FINN IN GOO

Timing:

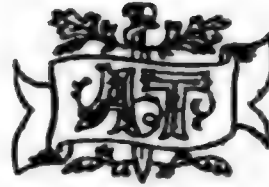


DETAIL:



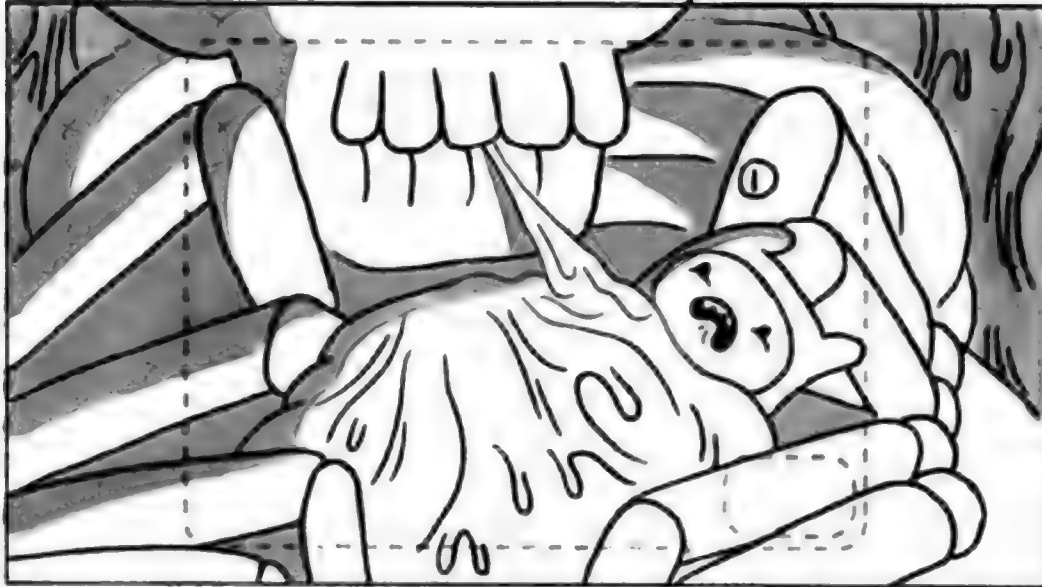
Production :

ADVENTURE TIME

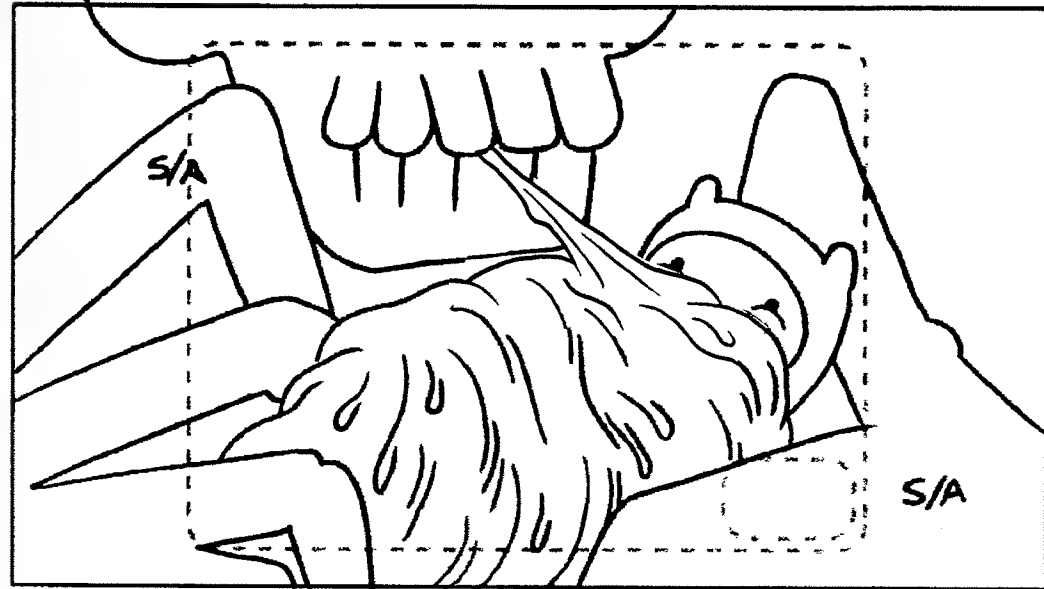


Page 227

Sc. 133 Pnl. A Bg. day night



Sc. 133 Pnl. B Bg. day night



Dialog:

①
① HELP ME! BUT DON'T USE FIRE
② 'CAUSE, WELL, YOU KNOW

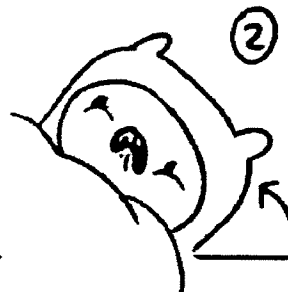
② * MMMPHHHH*

Action:

GSS IS SHOOTING GOO

FINN'S MOUTH GETS COVERED

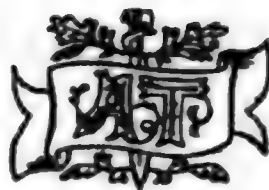
Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 228

Sc. 133

Pnl. C

Bg.

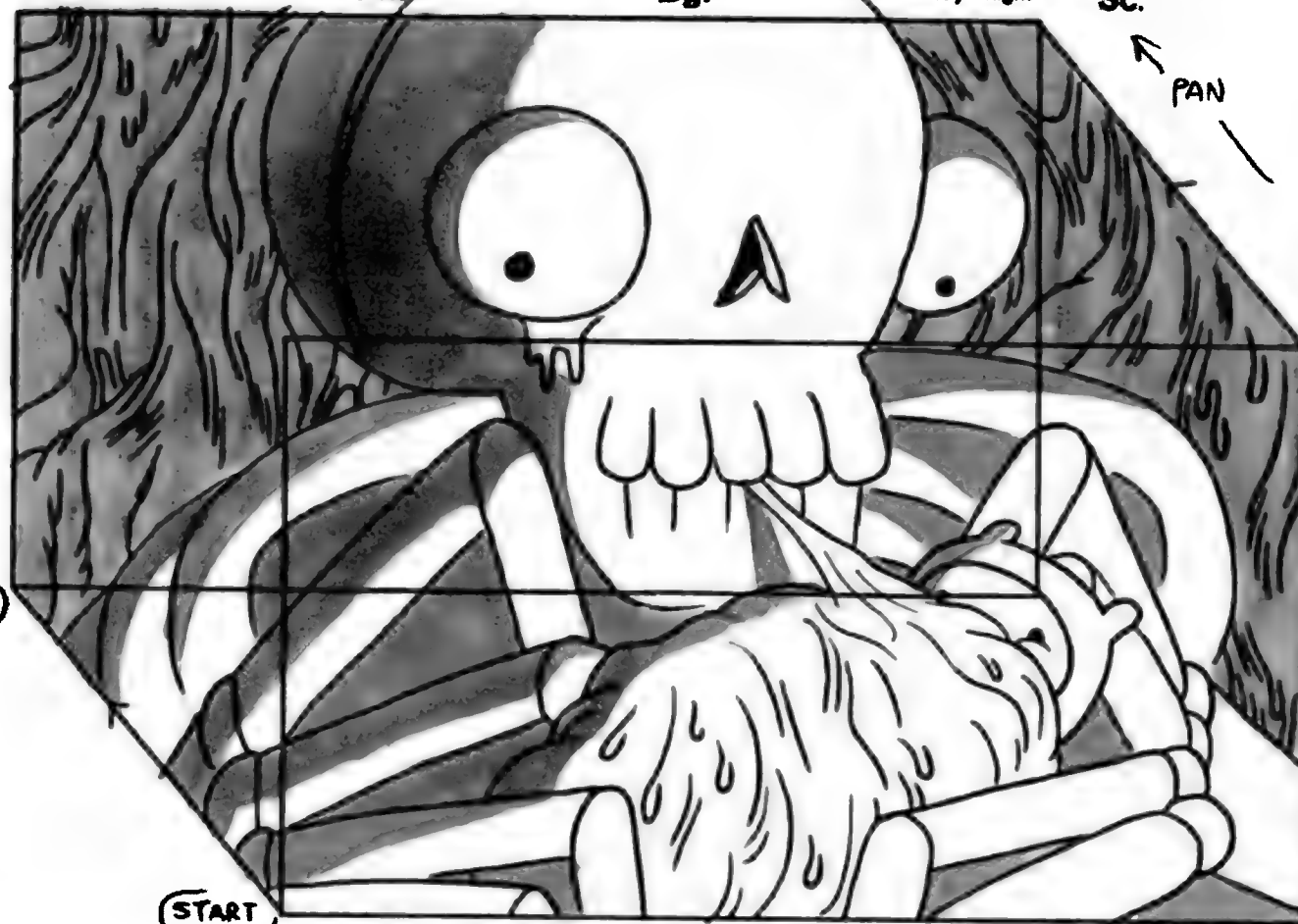
day night

Sc.

Pnl.

Bg.

day night



Timing:

GGS : * THBTT *

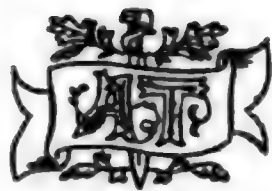
PAN UP TO GGS' FACE

EPISODE # 1014-116

Production :

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ADVENTURE TIME

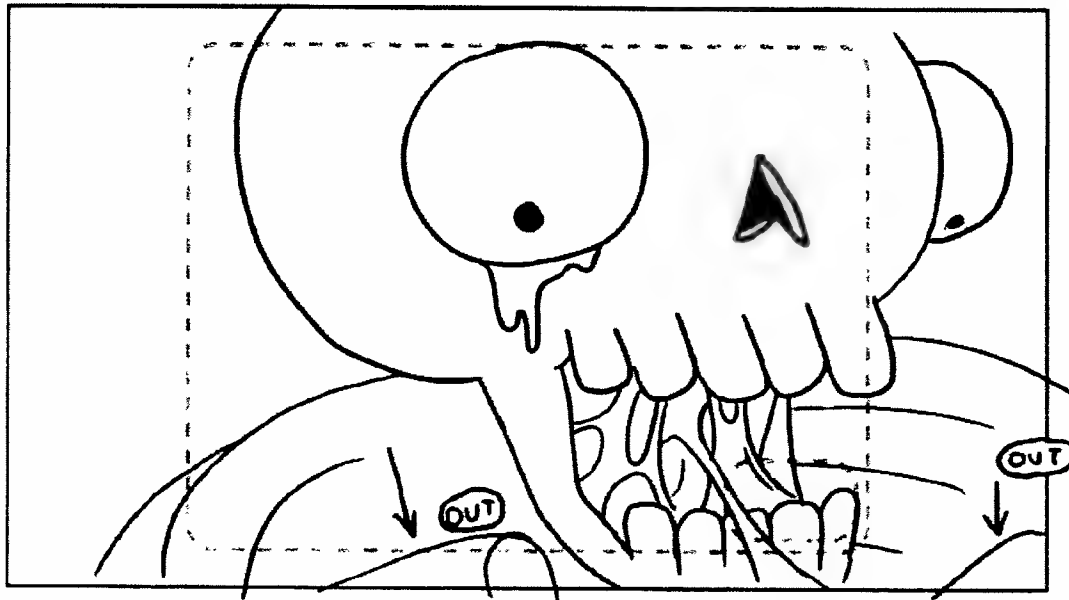


Sc. 133

Pnl. D

Bg.

day night

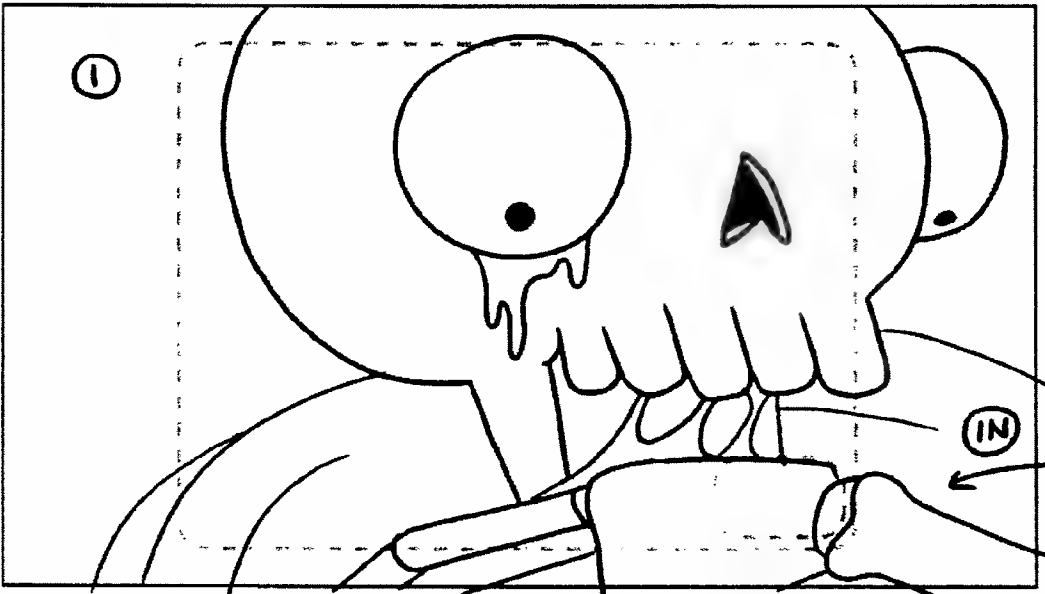


Sc. 133

Pnl. E

Bg.

day night



Dialog:

GGS * AHH *

GGS * SLURP*

Action:

- GGS OPENS MOUTH
- GGS HAS GOO CACHE DRIPPING IN MOUTH
- GGS' HANDS MOVE OFF/S

GGS SKELETON
WIPES MOUTH

Timing:

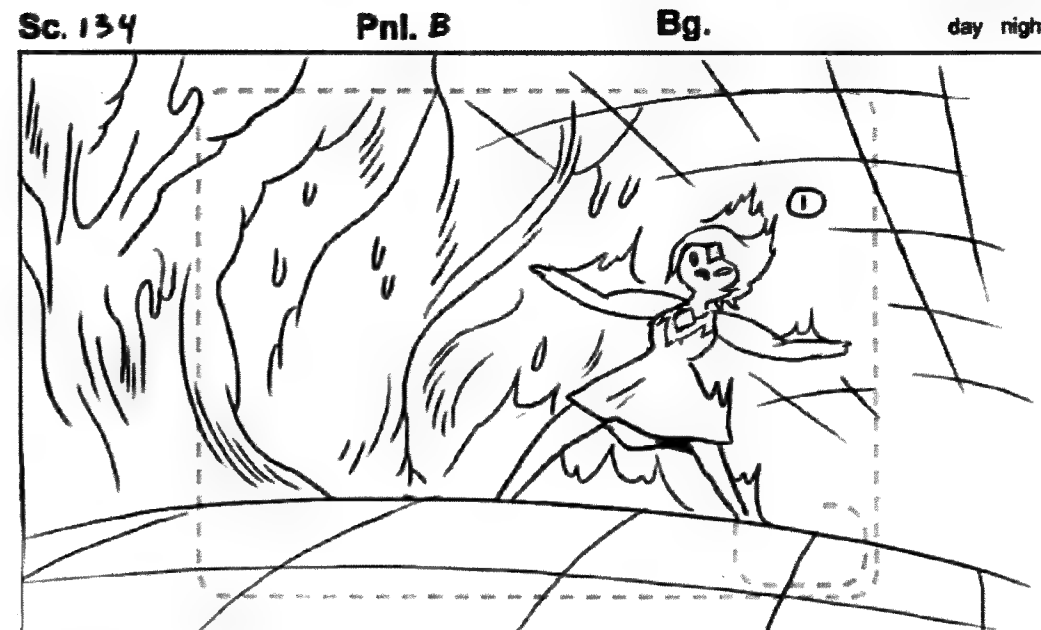
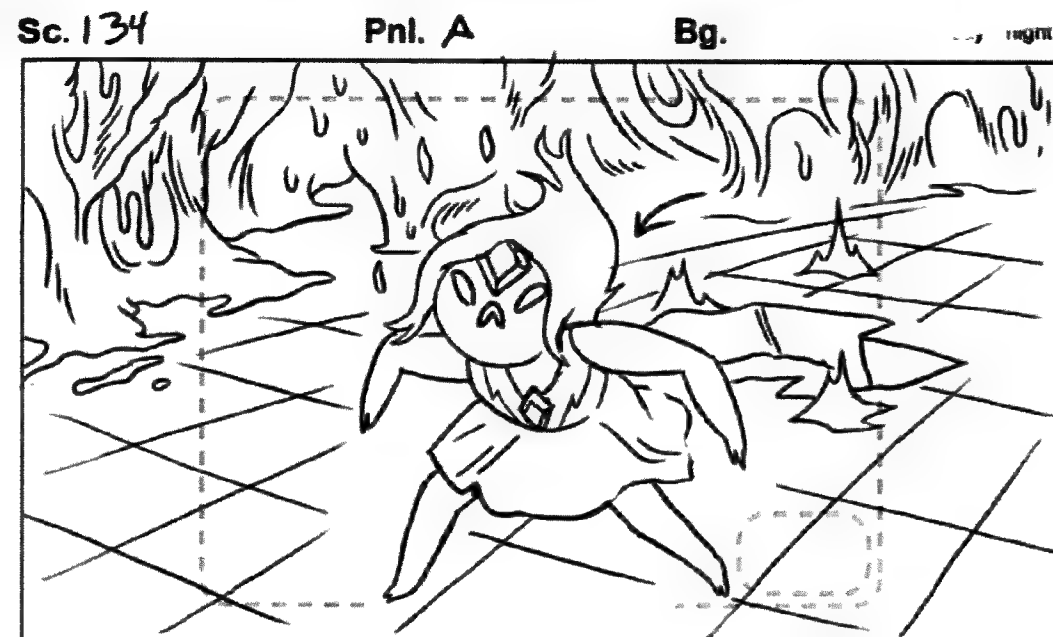


EPISODE # 1014-116

Production :

ADVENTURE TIME

Page 230



Dialog:

(FP) RELEASE HIM...

(FP) OR FEEL THE WRATH OF THE PRINCESS OF FLAMES!

Action:

- ANIME CAM MOVE INTO PERSPECTIVE CHANGES
- FP TRANSFORMS INTO SCARIER FORM

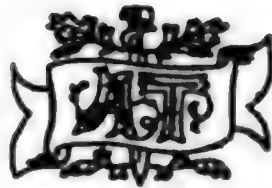
Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME



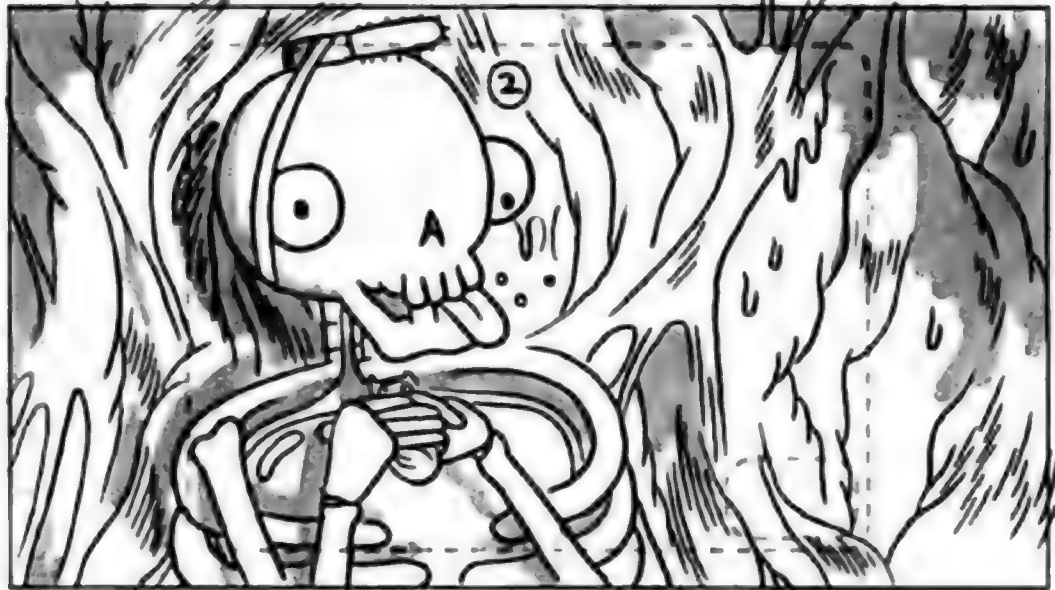
Page 231

Sc. 135

Pnl. A

Bg.

day night

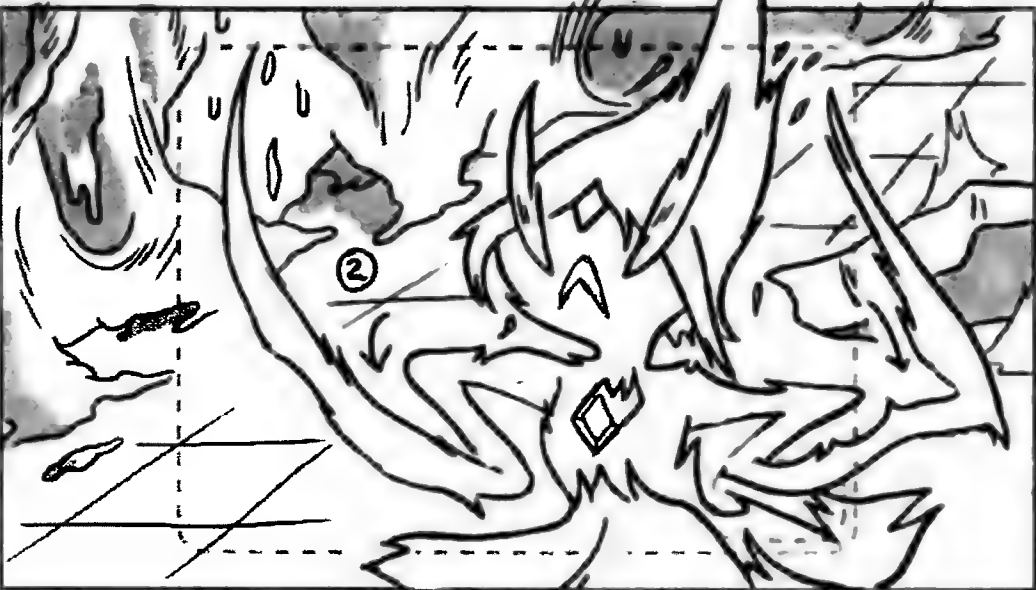


Sc. 136

Pnl. A

Bg.

day night



Dialog:

GGS: *THBET*

FP² VERY WELL

SEX: *SHING*

Action:

- GGS RASPBERRIES AT FP
- FLECKS OF GOO SPIT OUT

FP UNFOLDS ARMS

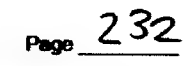
Timing:



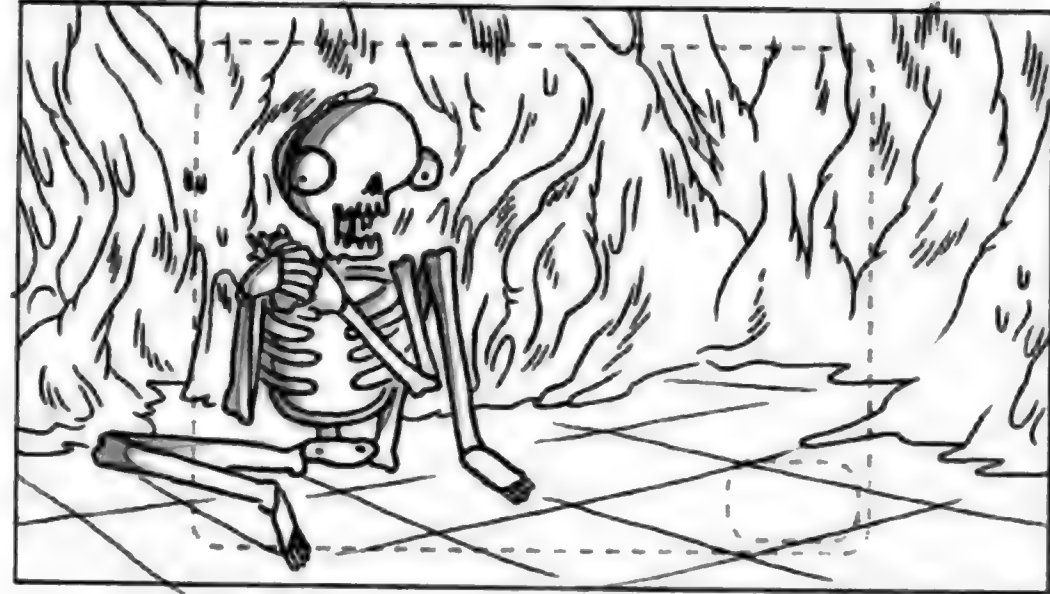
EPISODE # 1014-116

Production :

What is the best way to find out if a company is a good fit for you? The best way is to ask the company's CEO or founder. They will be able to tell you if the company is a good fit for you and if you are a good fit for the company. They will also be able to tell you if the company is a good fit for you and if you are a good fit for the company.



day night

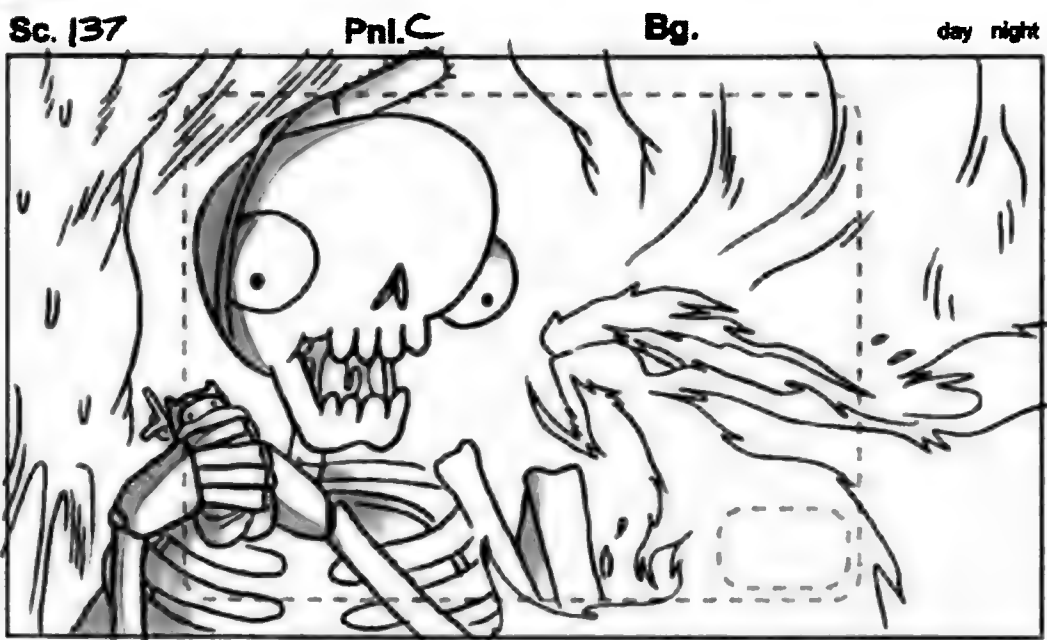
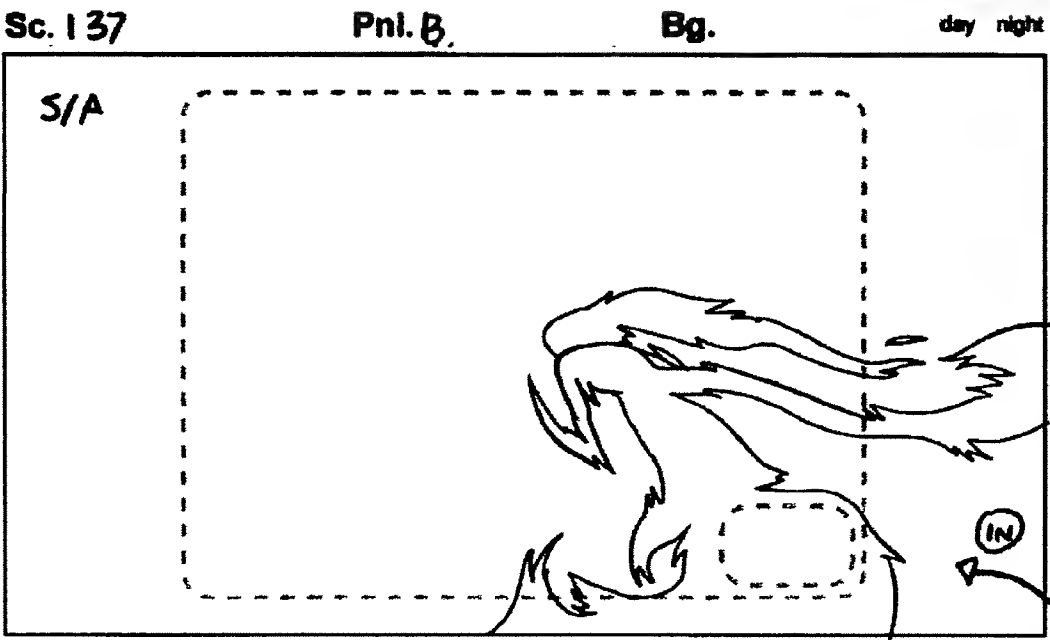
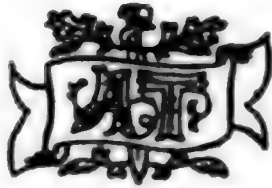


SFX * WHOOSH *

Timing:

Production :

ADVENTURE TIME



Dialog:

SFX: * FWOOSH *

Action: • FP SURGES ON/S TOWARDS GOO SKULL
• PAN W/ACTION

-TRUCK IN WITH FP

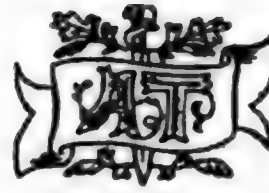
Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME



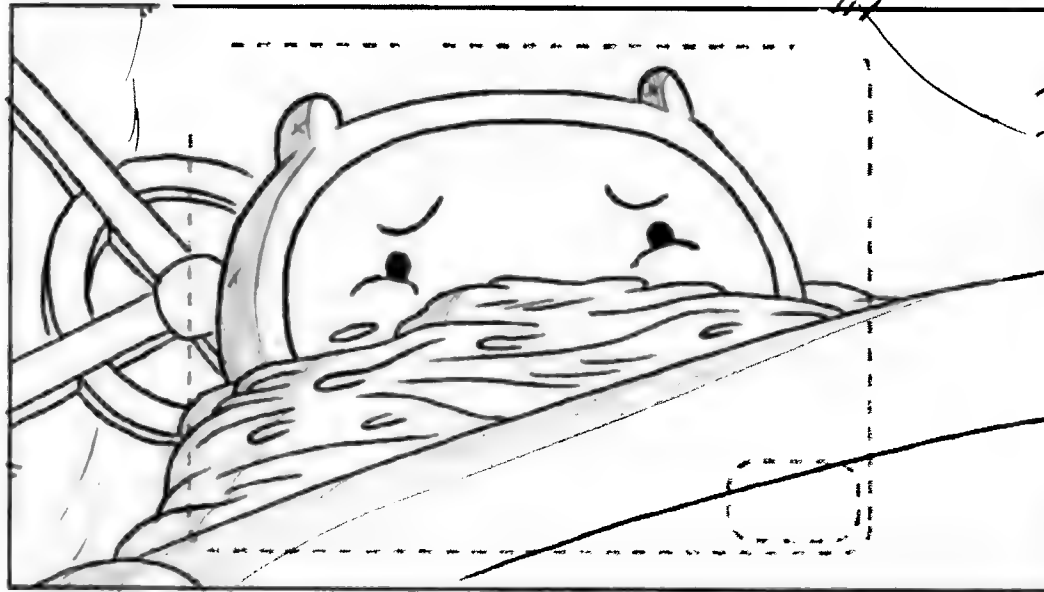
Page 234

Sc. 138

Pnl. A

Bg.

day night

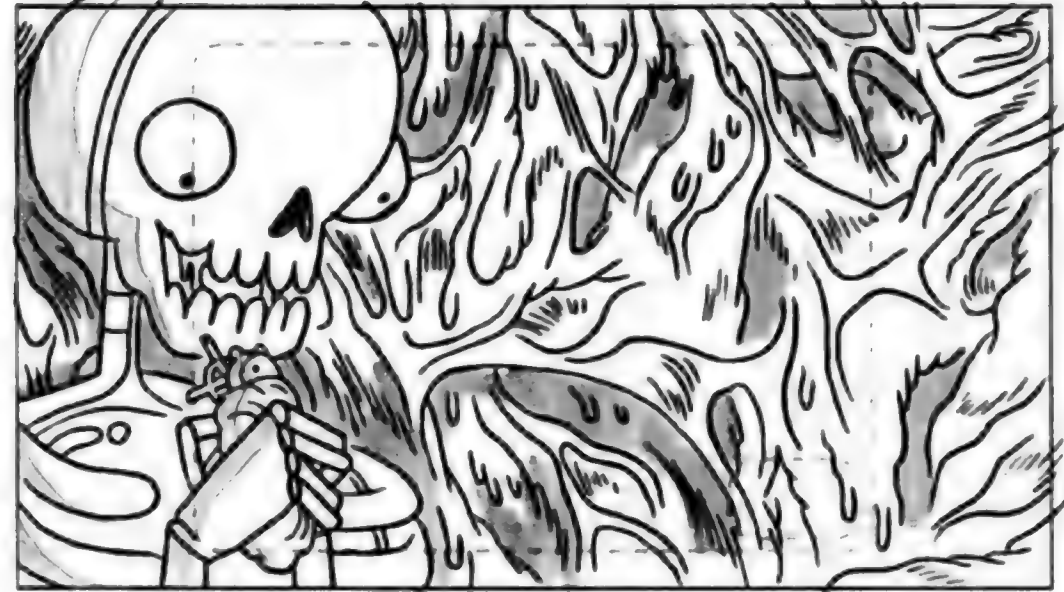


Sc. 139

Pnl. A

Bg.

day night



Dialog:

(F) [MUFFLED] NOOOO!!

Action:

FINN, COVERED IN FLAMMABLE GOO,
STRUGGLES TO ESCAPE

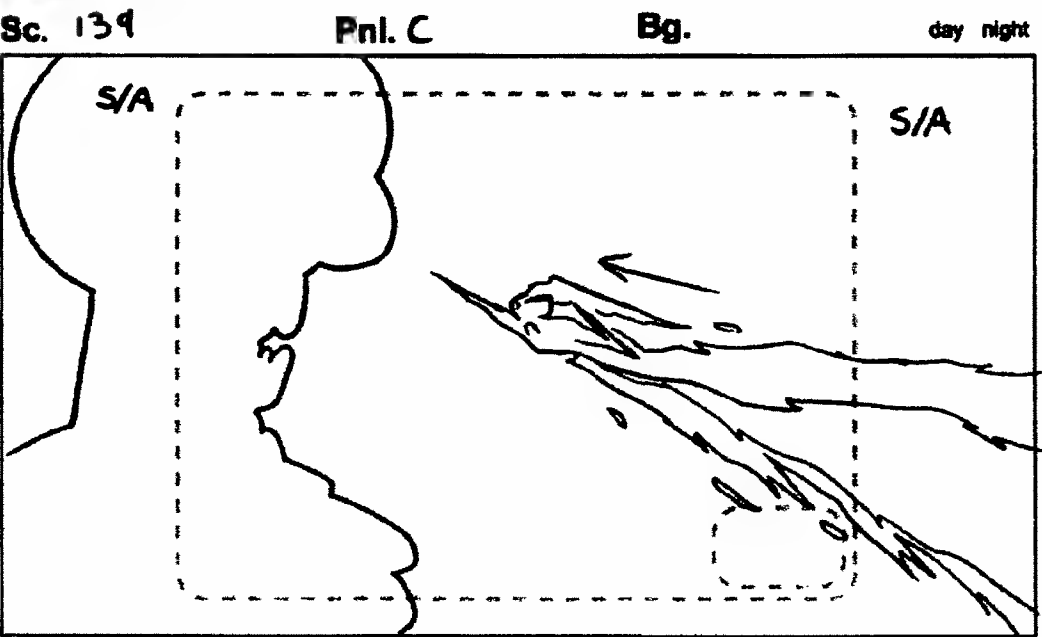
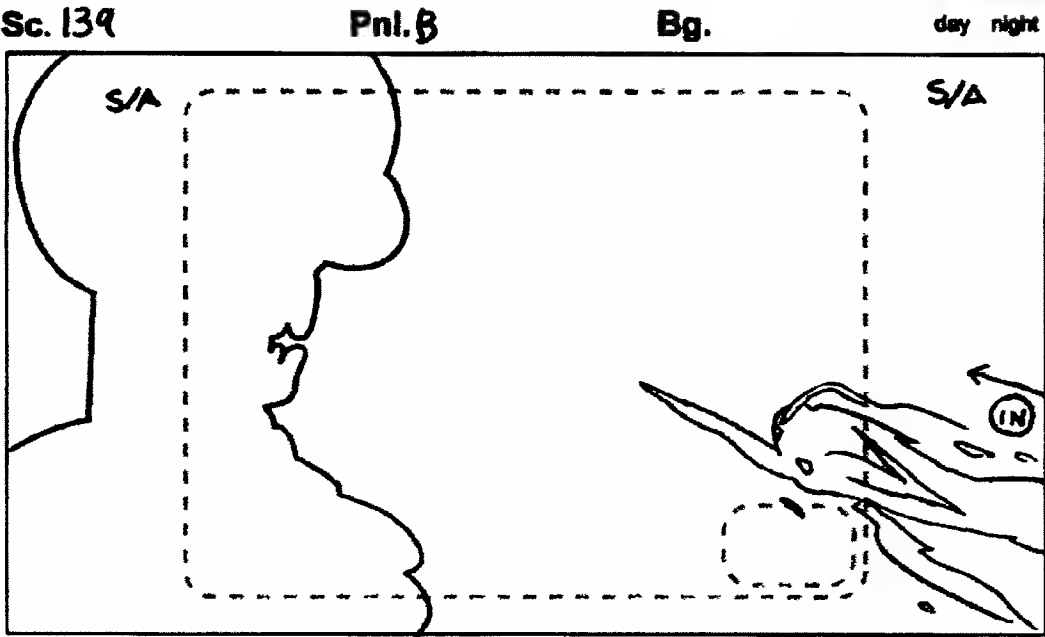
Timing:

EPISODE # 1014-116

Production :

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ADVENTURE TIME

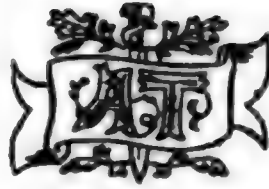


| | |
|---|--|
| Dialog: | |
| Action: FP STREAKS ON/S - FP FLIES UP TO 665' FACE | |
| Timing: | |

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 236

Sc. 140

Pnl. A

Bg.

day night

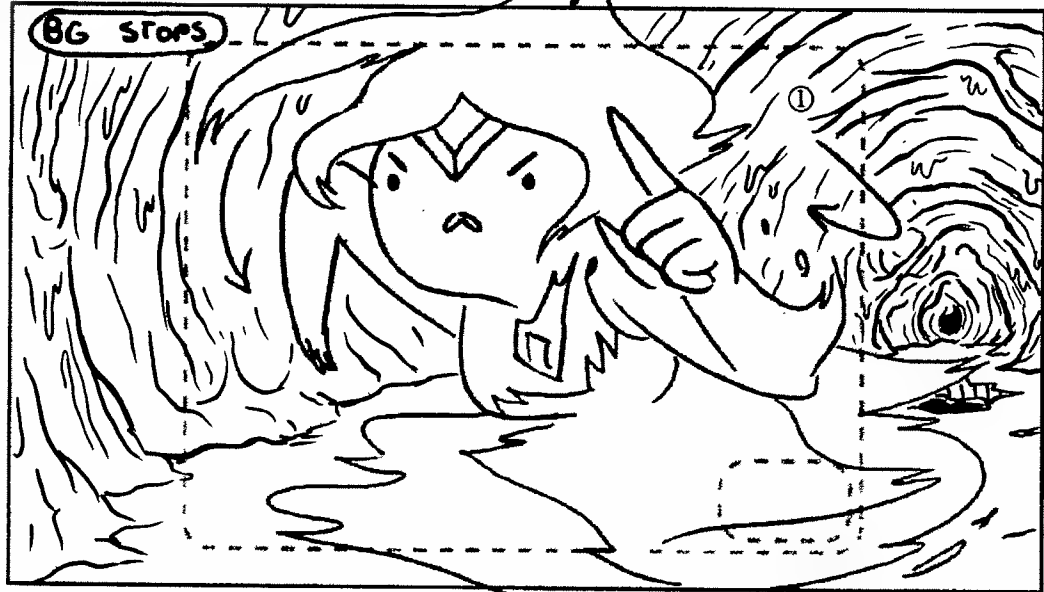


Sc. 140

Pnl. B

Bg.

day night



Dialog:

(FP) DO THE SPLITS!

Action:

• BG SLAMS TO A STOP
• FP GETS LESS FLAME-Y

Timing:

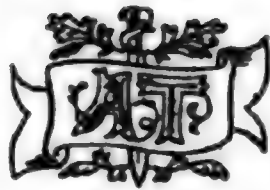


EPISODE # 1014-116

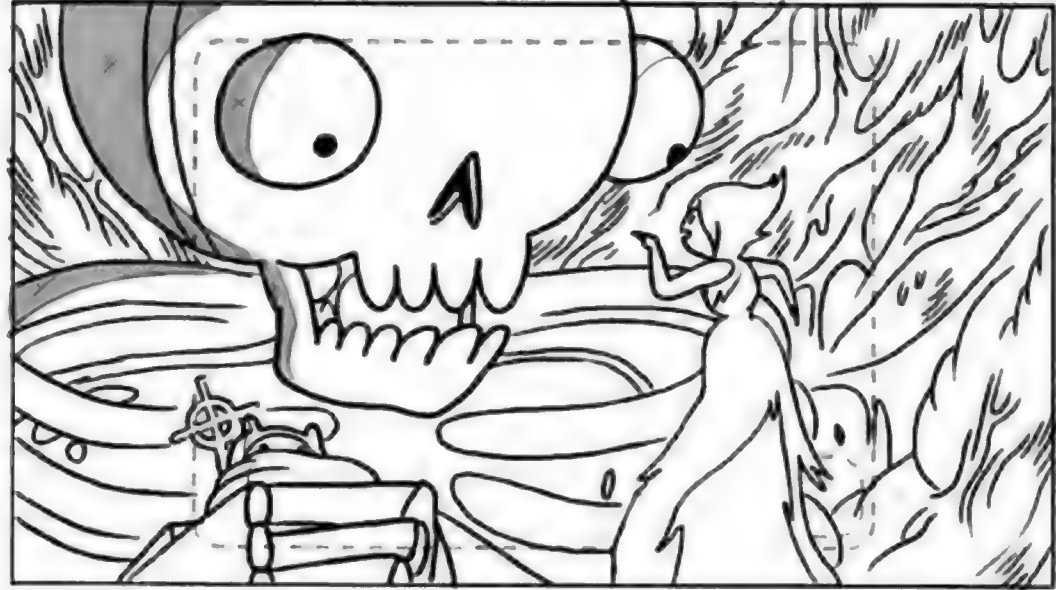
Production :

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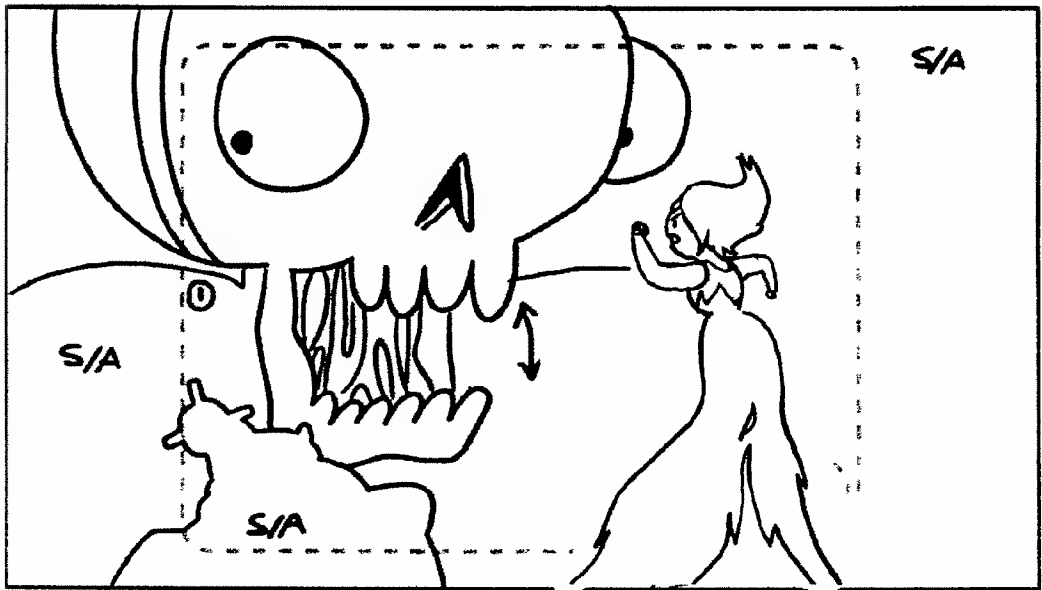
ADVENTURE TIME



Sc. 141 Pnl. A Bg. day night



Sc. 141 Pnl. B Bg. day night



Dialog:

(FP) DO THE SPLITS, THOU MILK-LIVERED MA GGOT-PIE

GGG [CONFUSED GRUMBLING]
GRAH RA RA RA RAH

Action:

FP BARKS IN GGS

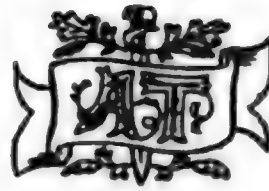
GGG'S EYES ROLL AROUND AND HIS JAW WORKS RAPIDLY

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



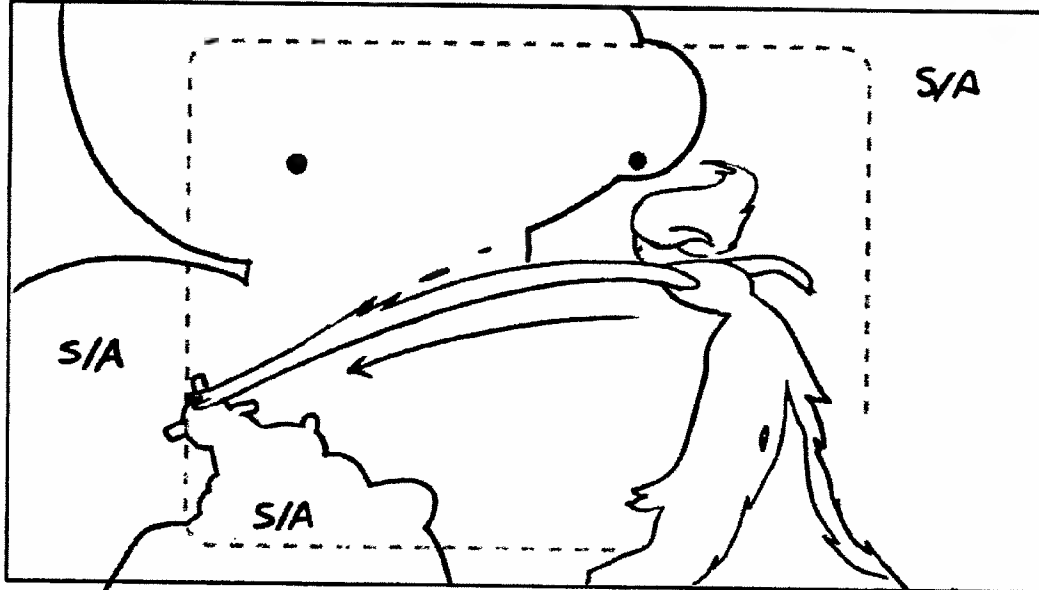
Page 238

Sc. 141

Pnl. C

Bg.

day night

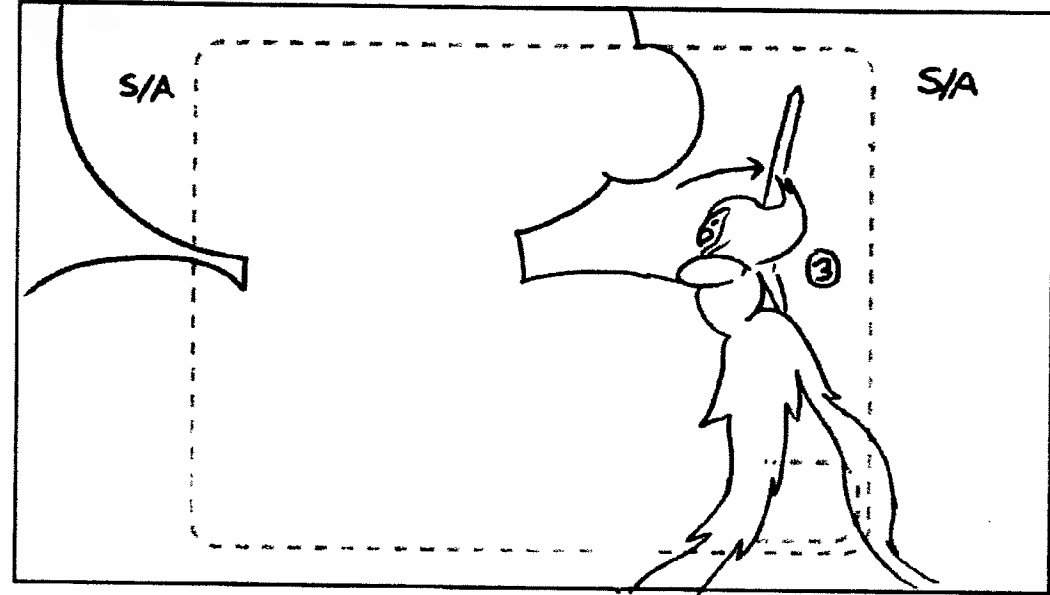


Sc. 141

Pnl. D

Bg.

day night



Dialog:

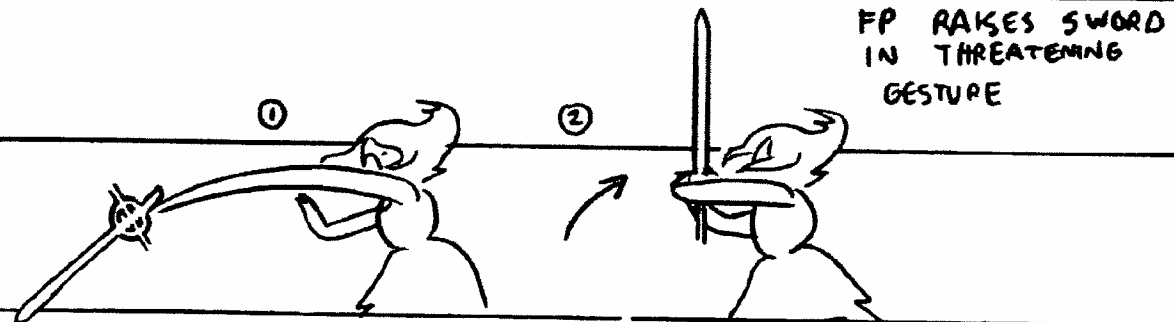
SFX * CHK *

Ⓢ RRAAHH

Action:

FP GRABS FINN'S SWORD

Timing:

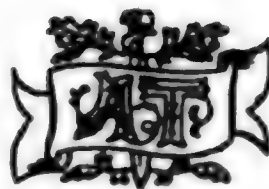


EPISODE # 1014-116

Production :

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ADVENTURE TIME



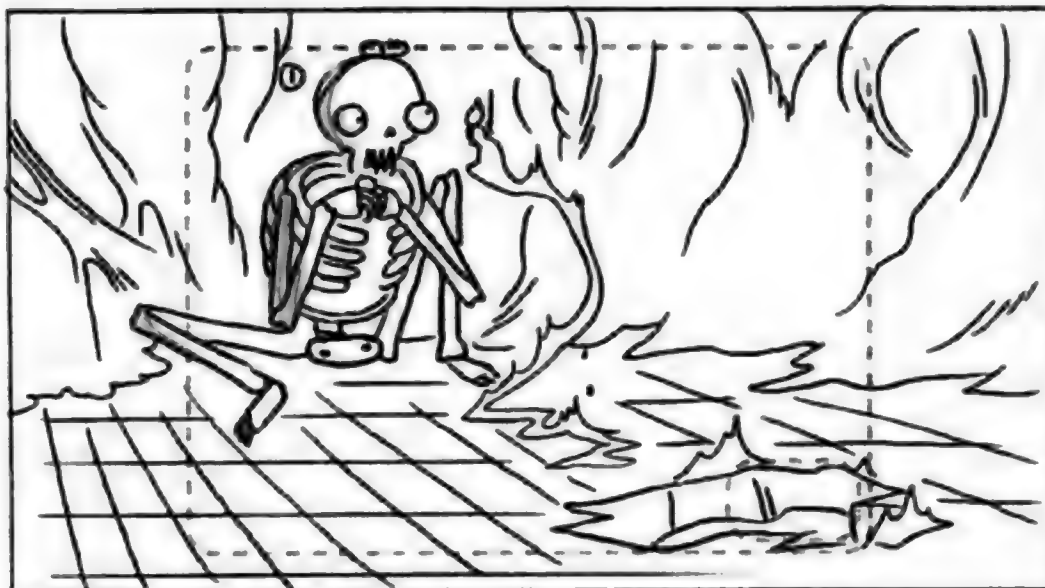
Page 239

Sc. 142

Pnl. A

Bg.

day night

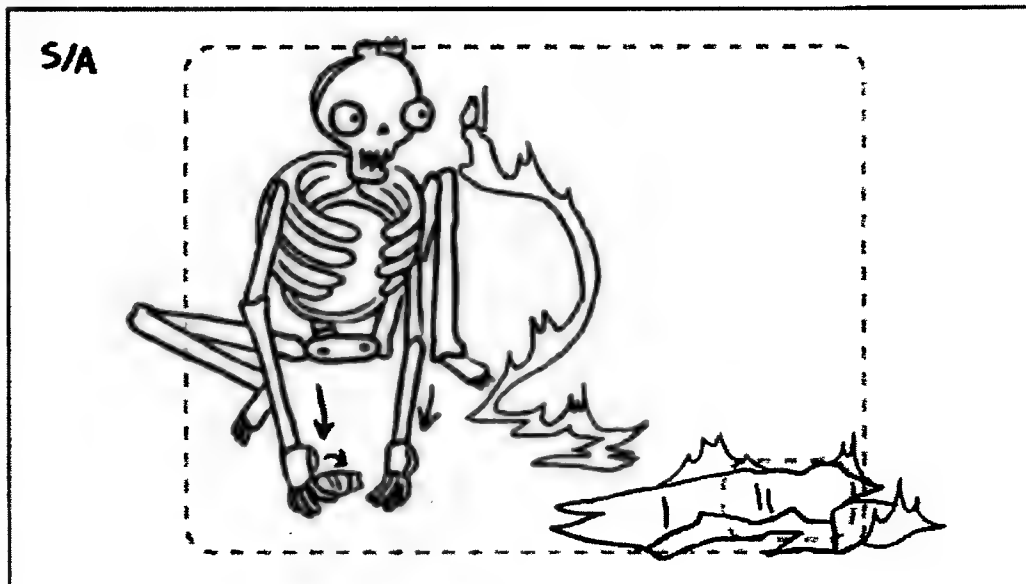


Sc. 142

Pnl. B

Bg.

day night



Dialog:

GGS: RAH.
["OKAY."]

Action:

GGS LOOKS AT
FINN

②

○ ○

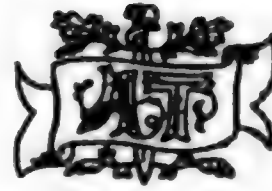
GGS LOOKS BACK AT FP,
PTS FINN DOWN

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



Page 240

Sc. 142

Pnl. C

Bg.

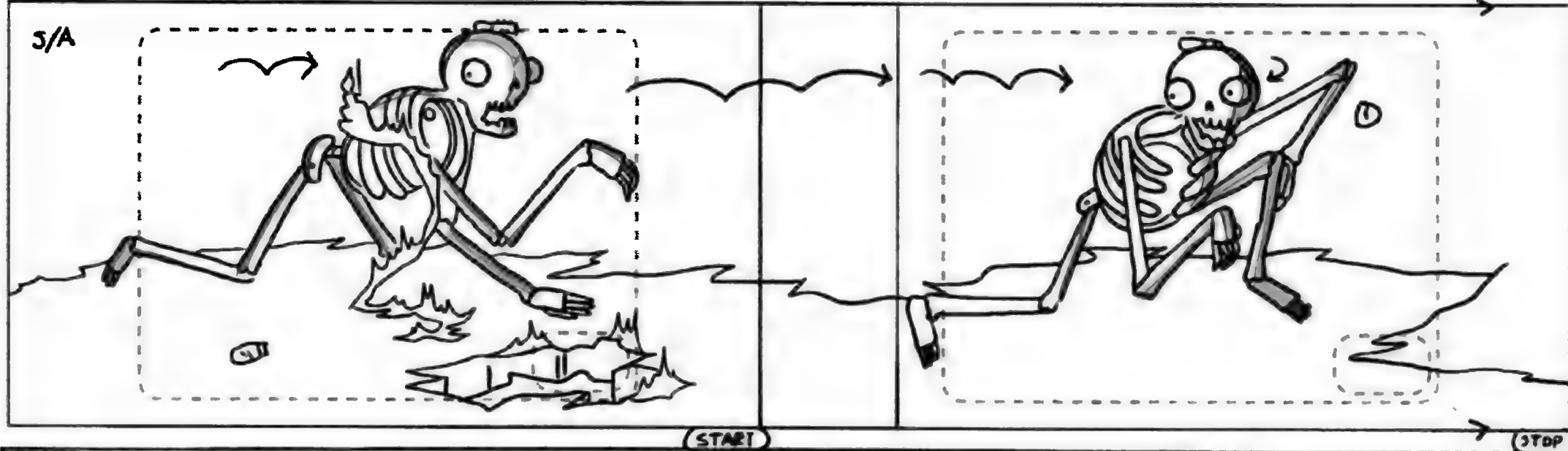
day night

Sc.

Pnl.

Bg.

day night



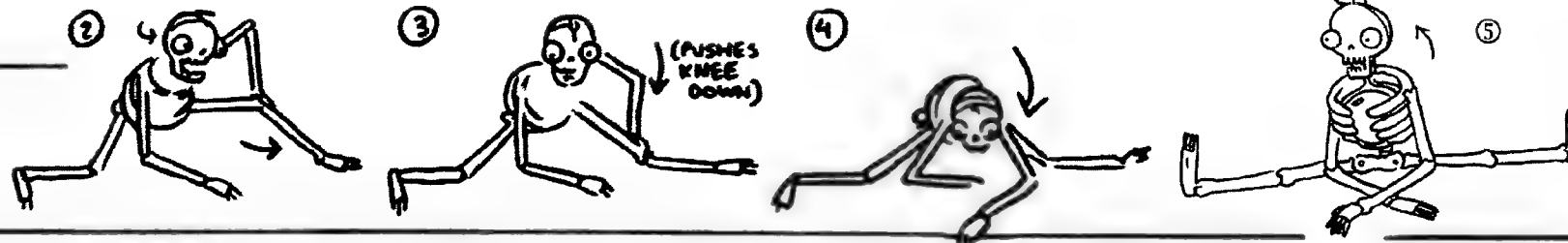
Dialog:

GGS [STRUGGLING] UH HUH

Action: • GGS CRAWLS TO THE RIGHT
• PAN W/ GGS

GGS TRIES TO DO THE SPLITS
(TREMBLING DURING ACTION)

Timing:



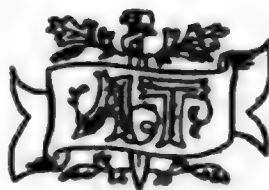
EPISODE # 1014-116

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ADVENTURE TIME

FP'S BODY/
DRESS "TAIL"



Page 241

Sc. 143

Pnl. A

Bg.



day night

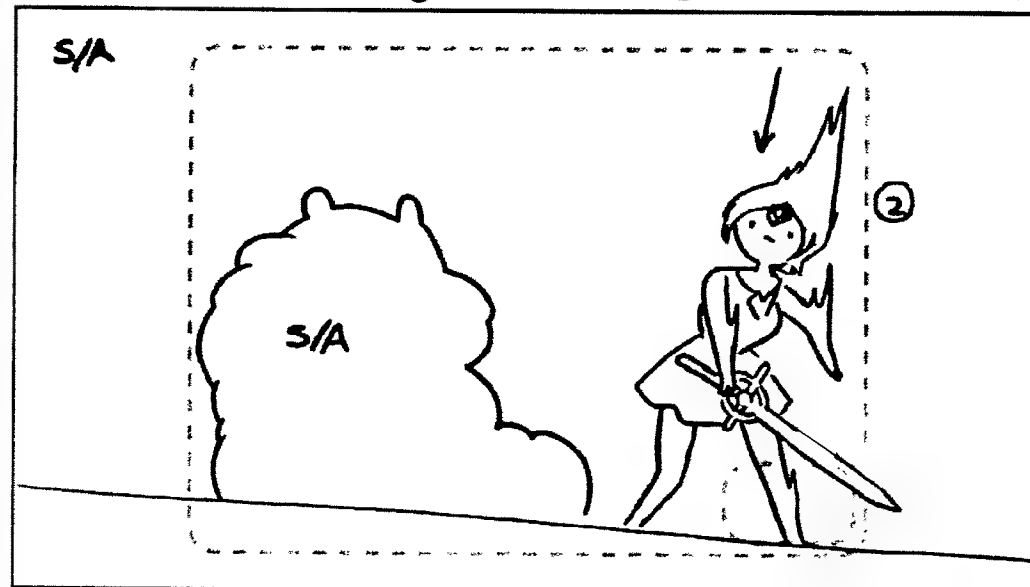


Sc. 143

Pnl. B

Bg.

day night

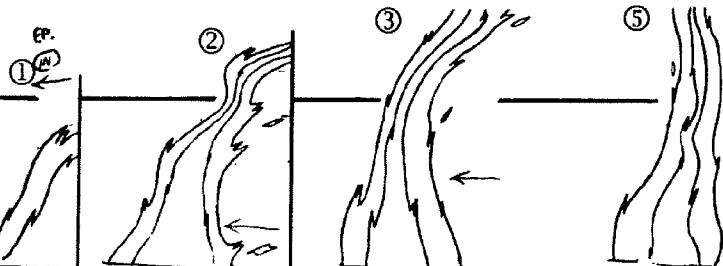


Dialog:

Action: - FP FLOATS DOWN ON/S

FP DRAWS BACK
SWORD

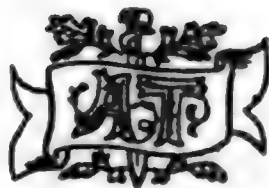
Timing:



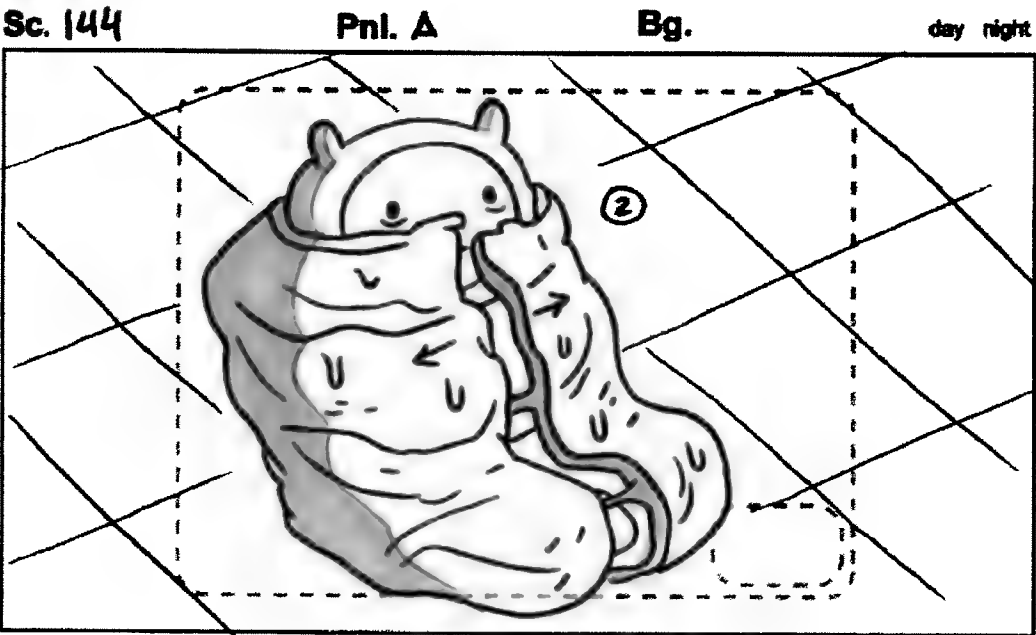
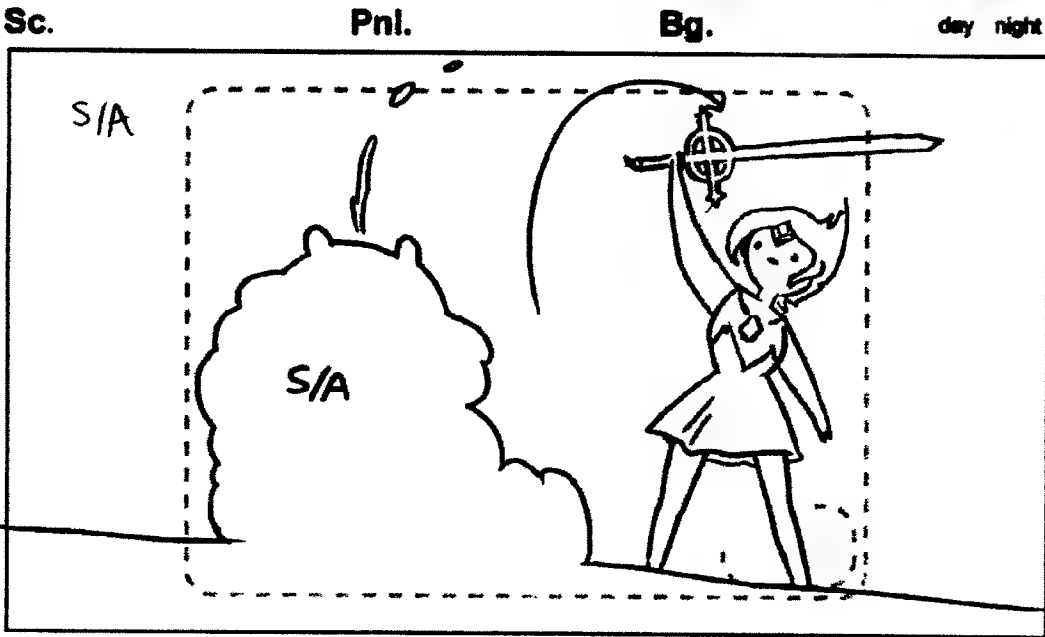
EPISODE # 1014-116

Production :

ADVENTURE TIME



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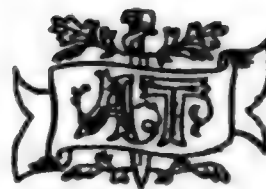
| | | |
|---------|----------------------------|-----------------|
| Dialog: | SFX: *SVVSHH* | SFX * C-CRRKK * |
| Action: | - GOO COCLOON SPLITS APART | |
| Timing: | | |

EPISODE # 1014-116

Production :

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ADVENTURE TIME



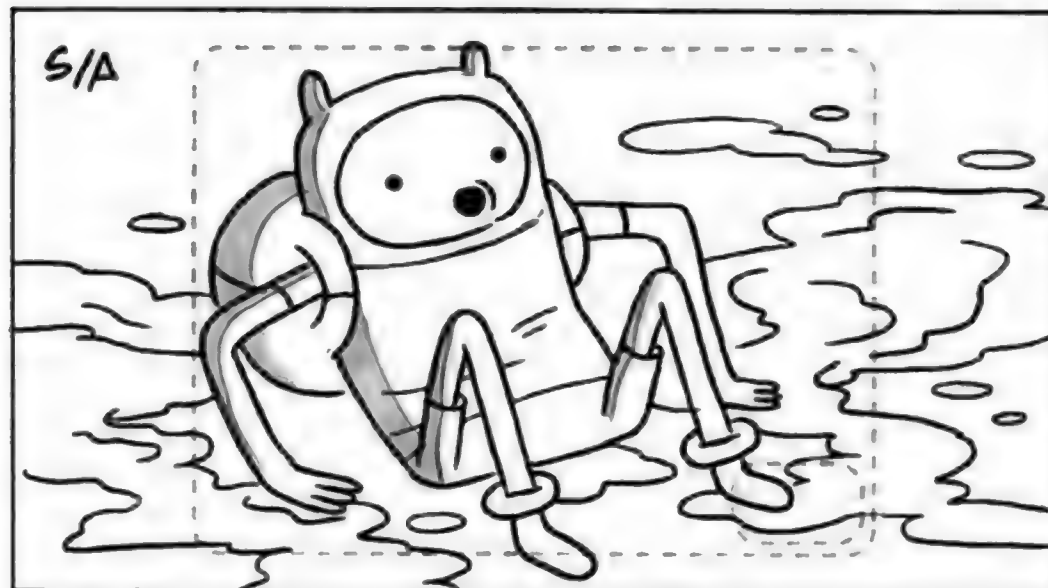
Page 243

Sc. 144

Pnl. B

Bg.

day night

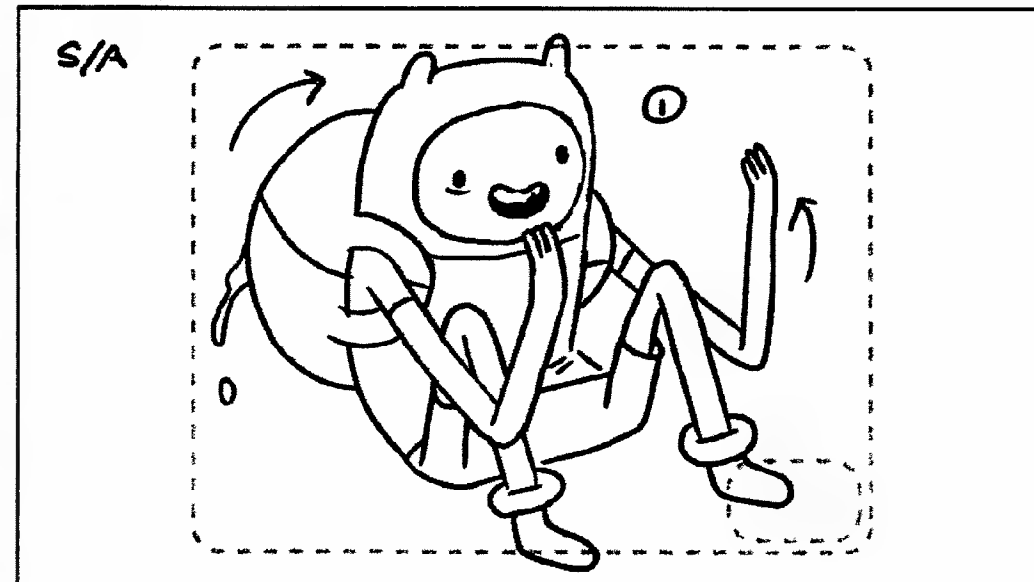


Sc. 144

Pnl. C

Bg.

day night



Dialog:

① FOOOO.

② ① HOT DANIEL, FLAME PRINCESS
② I THOUGHT YOU WERE GOING TO BURN ME ALIVE!

Action:

- COCCOON DISINTEGRATES
- FINN SIGHS WITH RELIEF

- F SITS UP

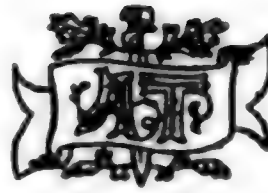
Timing:



EPISODE # 1014-116

Production :

ADVENTURE TIME



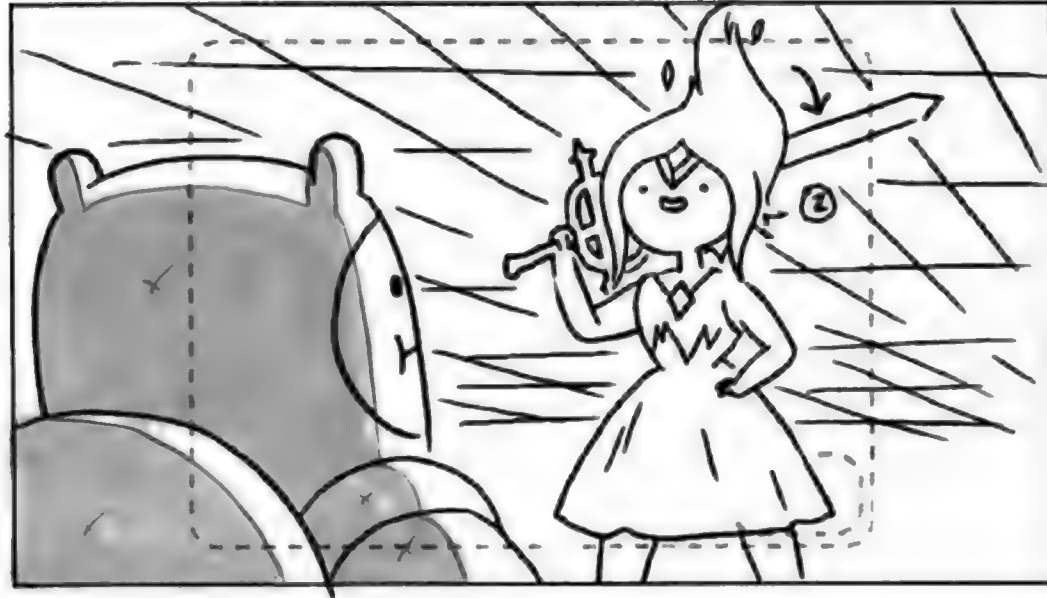
Page 244

Sc. 145

Pnl. A

Bg.

day night

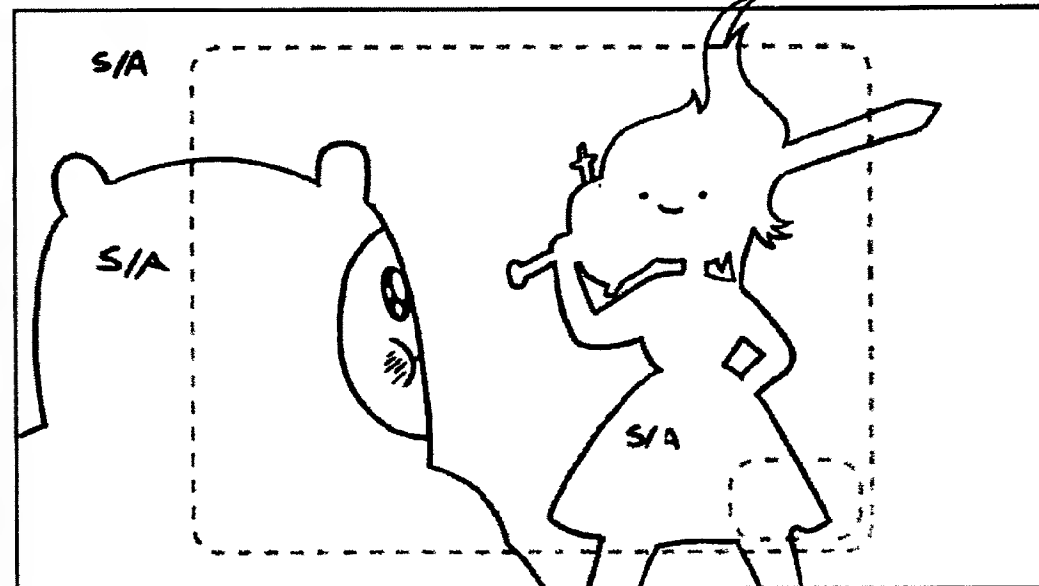


Sc. 145

Pnl. B

Bg.

day night



Dialog:

FP : I'D NEVER DO THAT
TO MY BOYFRIEND.

Action:

FP RESTS SWORD ON
HER SHOULDER

FINN BLUSHES

Timing:

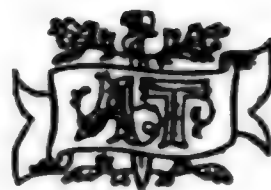


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ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. 146 | Pnl. A | Bg. | day | night |
|-----|------|-----|-----|-------|---------|--------|-----|-----|-------|
| | | | | | | | | | |

| | |
|---------|--|
| Dialog: | ... |
| Action: | . FINN + FP ON HILLSIDE W/ CHEST + SMALL PILE OF KEYS BTW. THEM . THEY ARE TRYING DIFFERENT KEYS.. FINN PICKS ONE UP, INSERTS IT IN CHEST |
| Timing: | ② |

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ADVENTURE TIME



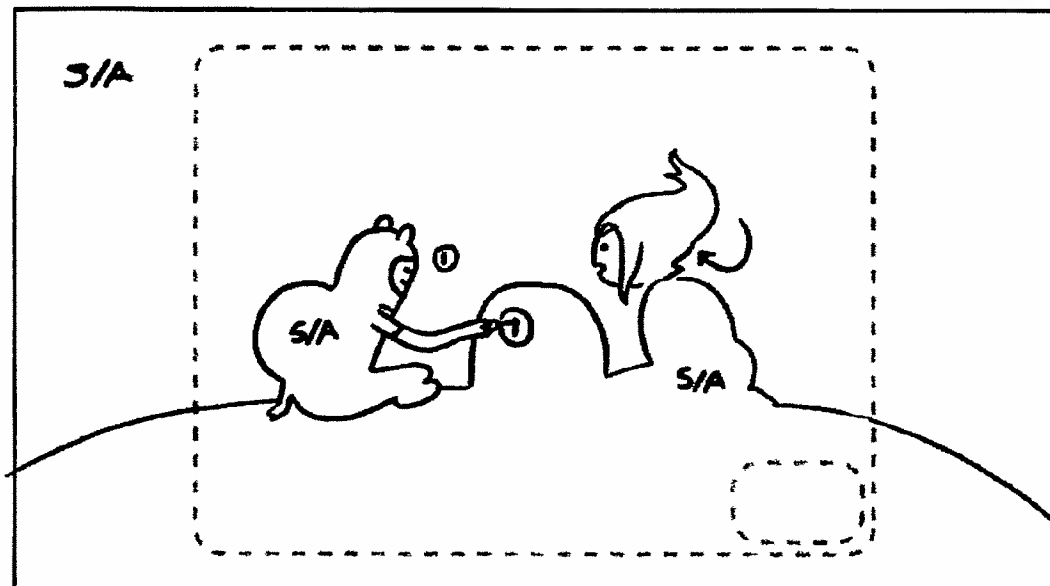
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Sc. 146

Pnl. B

Bg.

day night

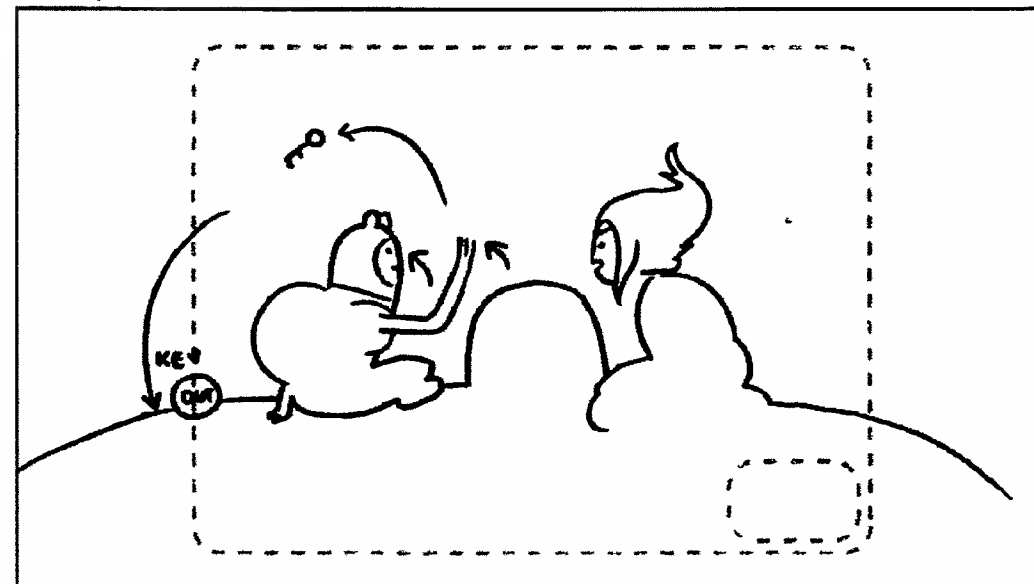


Sc. 146

Pnl. C

Bg.

day night



Dialog:

(FP) THANKS, FINN...

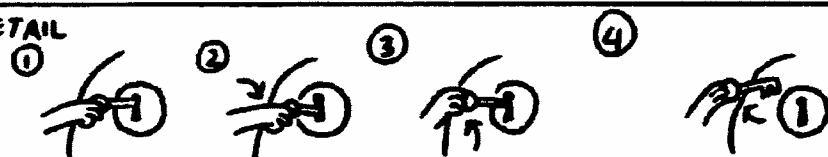
(FP) THAT WAS A REALLY
AWESOME EXPERIENCE

Action:

- FINN FIDDLING W/ KEY, REMOVING IT
- FP TURNS TO FINN

- FINN LOOKS UP, TOSSES
USELESS KEY ASIDE

Timing: DETAIL



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ADVENTURE TIME



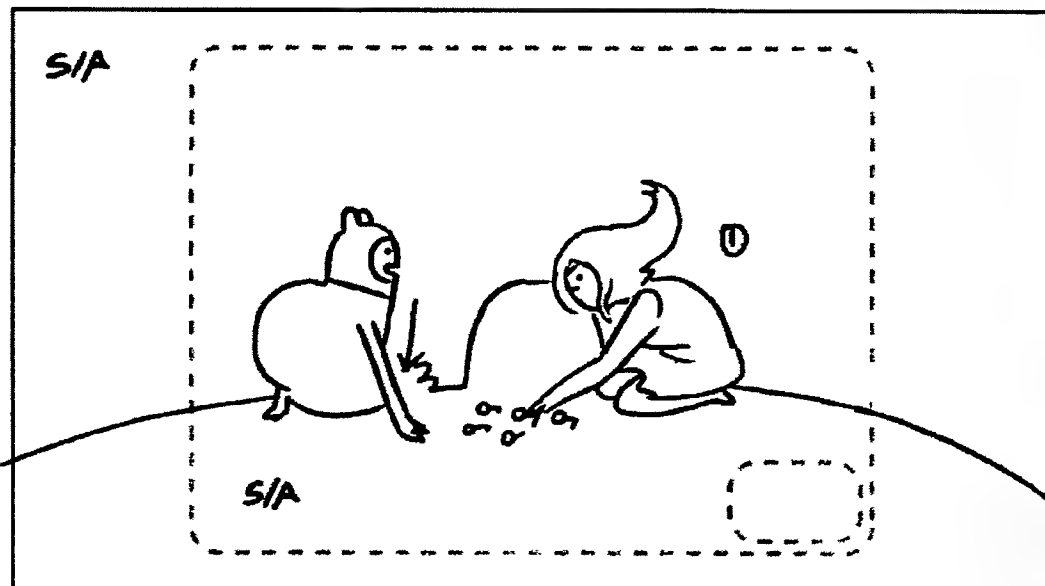
Page 247

Sc. 146

Pnl. D

Bg.

day night

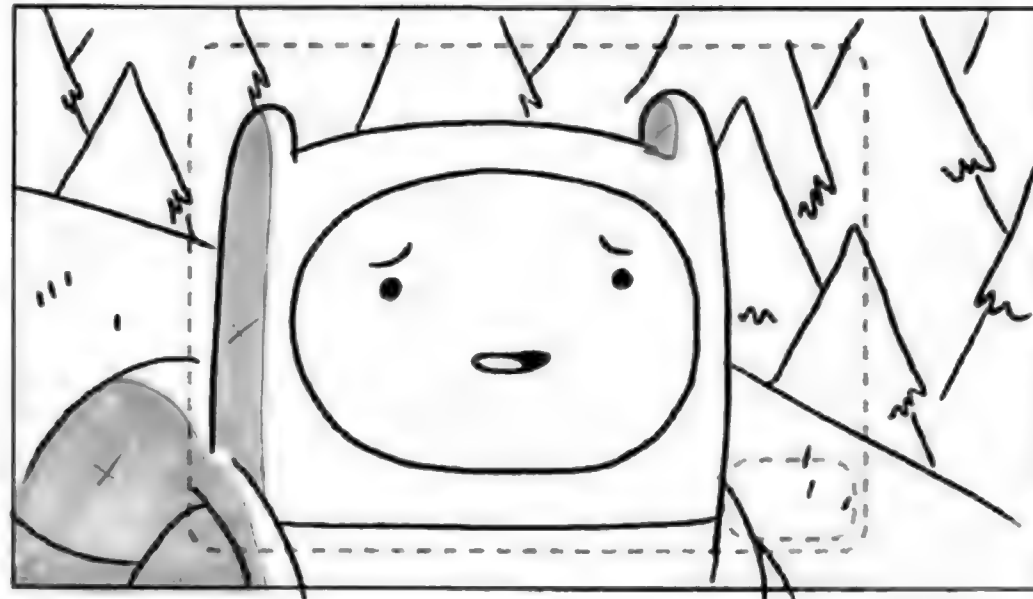


Sc. 147

Pnl. A

Bg.

day night



Dialog:

① DUNGEONS TOTES CLEAR
YOUR HEAD, RIGHT?

② YOU FEELING BETTER
ABOUT YOUR LIFE?

Action:

FP GRABS NEW KEY FROM
PILE

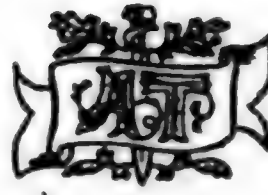


Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



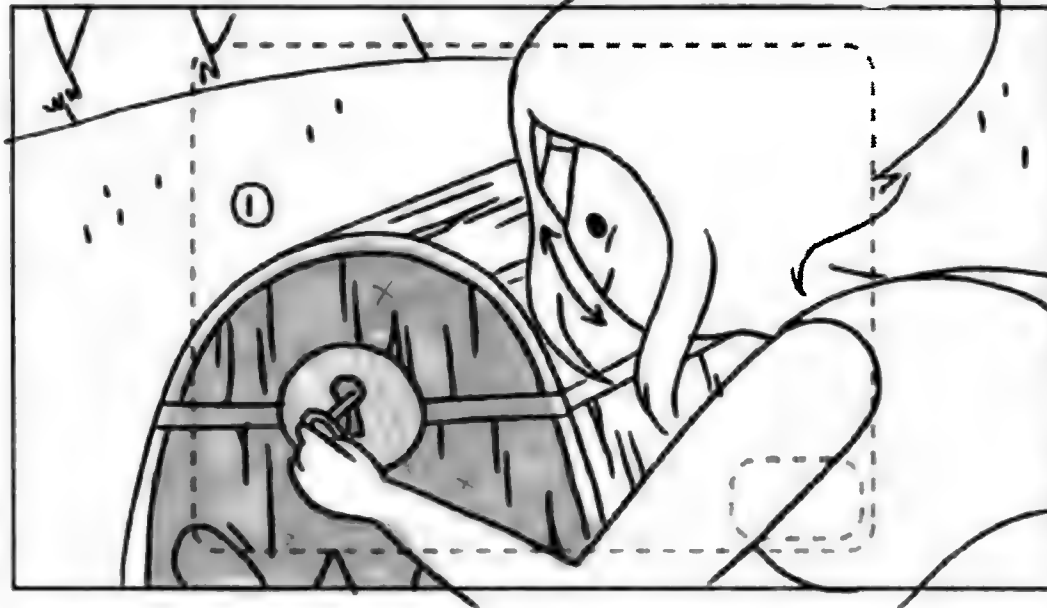
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Pnl. A

Bg.

day night

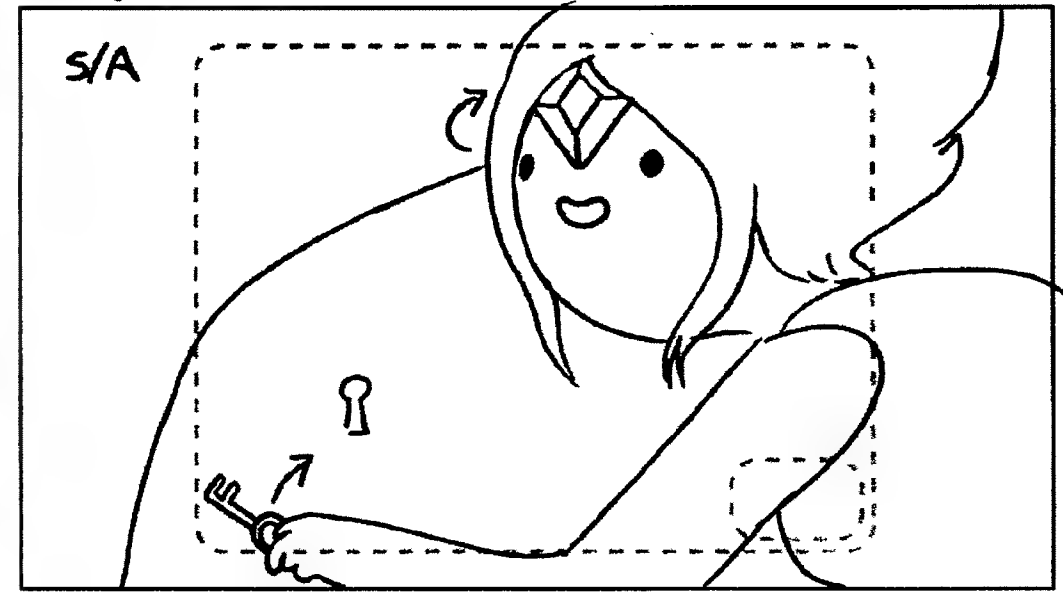


Sc. 148

Pnl. B

Bg.

day night



Dialog:

(FP) MM-HMM

(FP) I FORGOT HOW GOOD IT FEELS
TO DESTROY STUFF

Action:

- FP NODS NON-CHANTLY
- FP IS LEANING OVER, TRYING KEY IN LOCK [UNSUCCESSFULLY]

FP REMOVES KEY,
LOOKS UP

Timing:

②



③

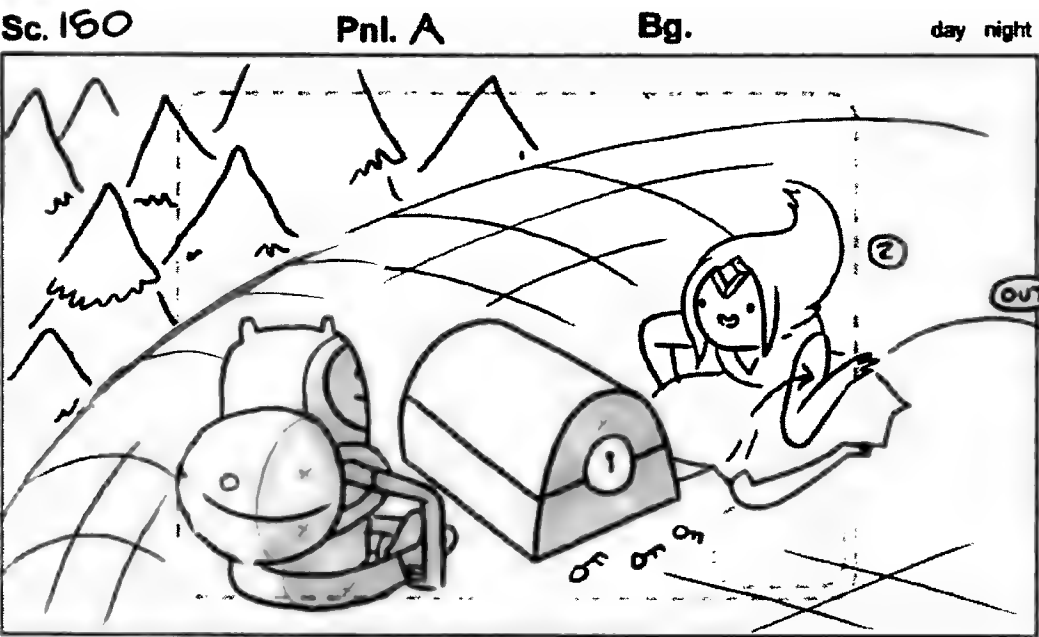
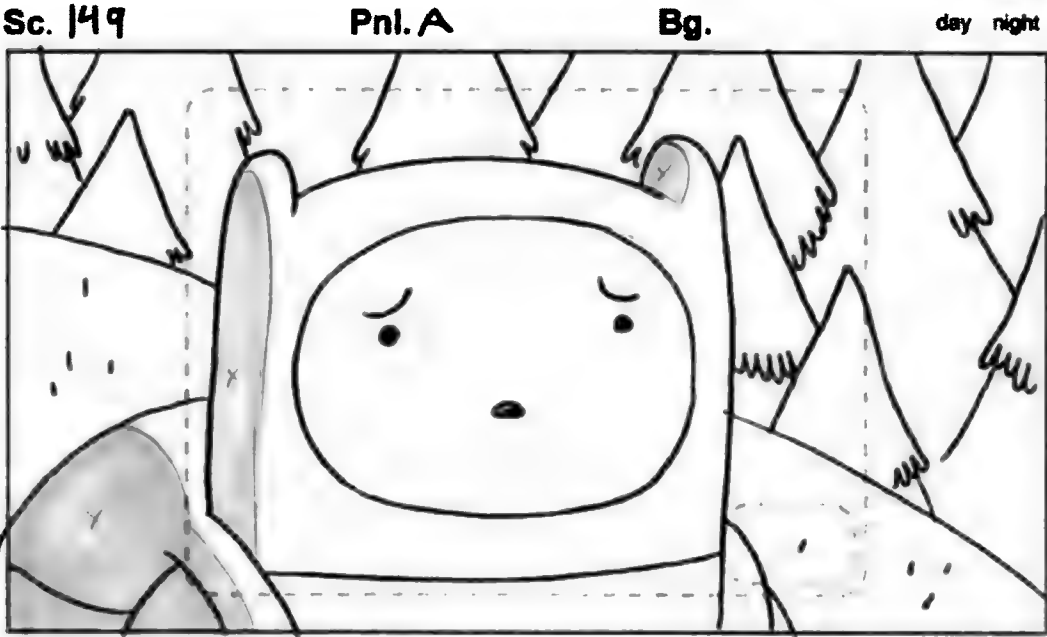
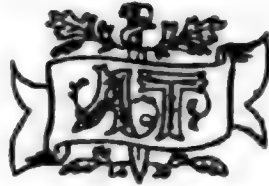



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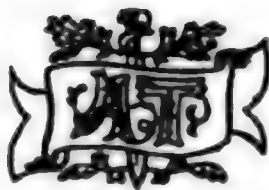
ADVENTURE TIME



| | | |
|---------|---|-------------------------------|
| Dialog: | ⑥ UHM. | ⑦ I MEAN, LIKE, EVIL STUFF... |
| Action: | FP TOSSES KEY | |
| Timing: | ①  | |

EPISODE # 1014-116
Production :

ADVENTURE TIME

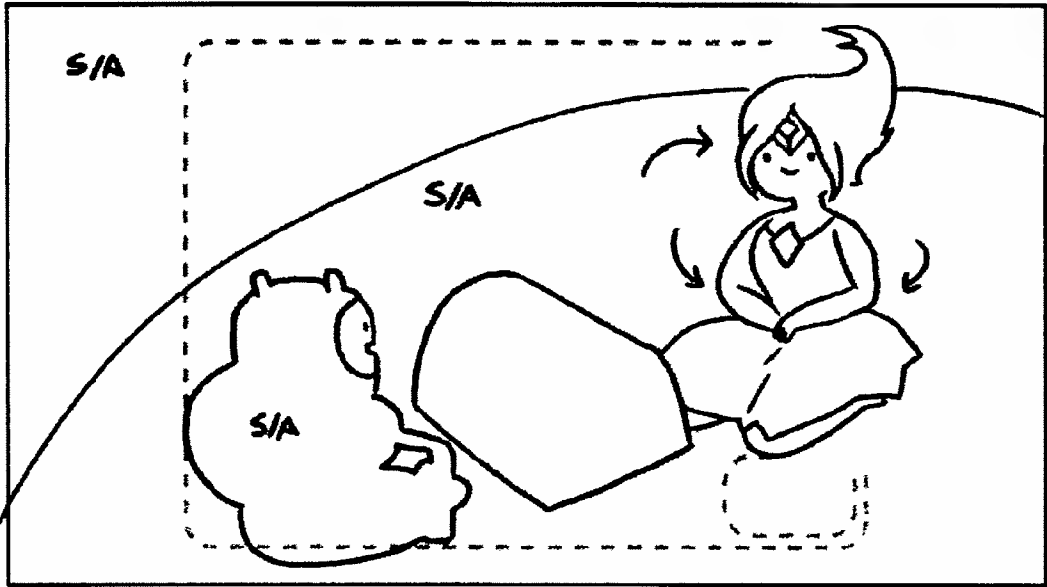


Sc. 150

Pnl. B

Bg.

day night

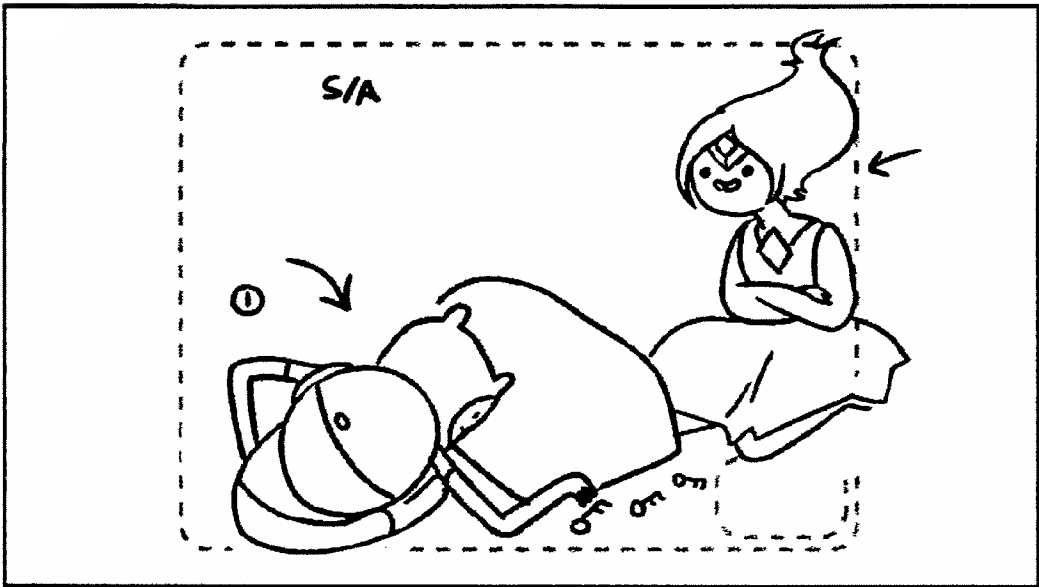


Sc. 150

Pnl. C

Bg.

day night



Dialog:

① OH YEAH... COOL

② WE SHOULD GO AGAIN SOMETIME

Action:

F-P SITS UP

FINN LEANS OVER TO PICK UP ANOTHER KEY

Timing:

③



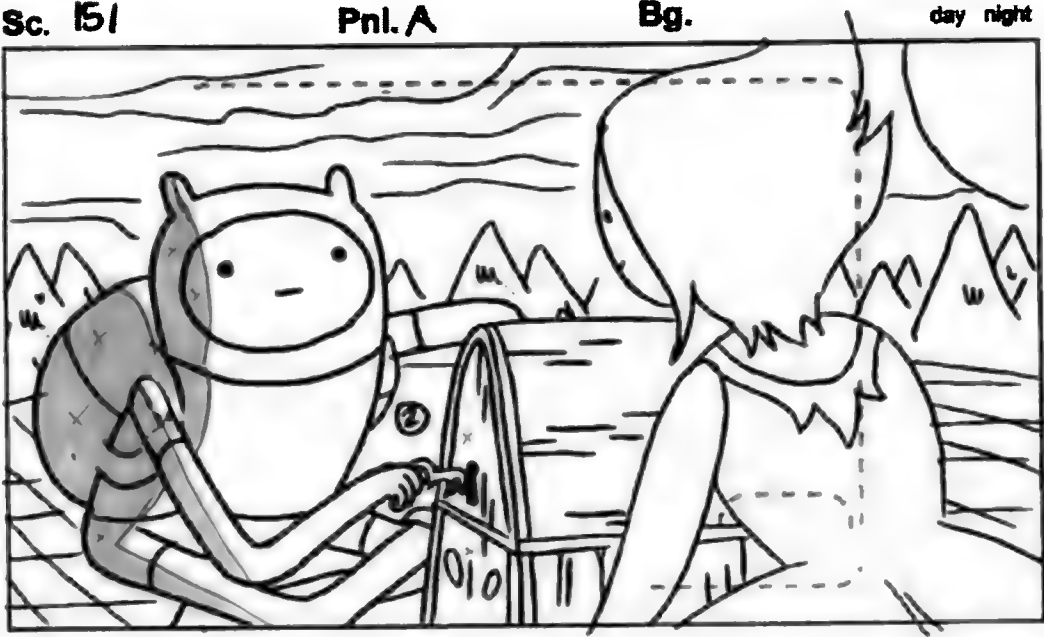
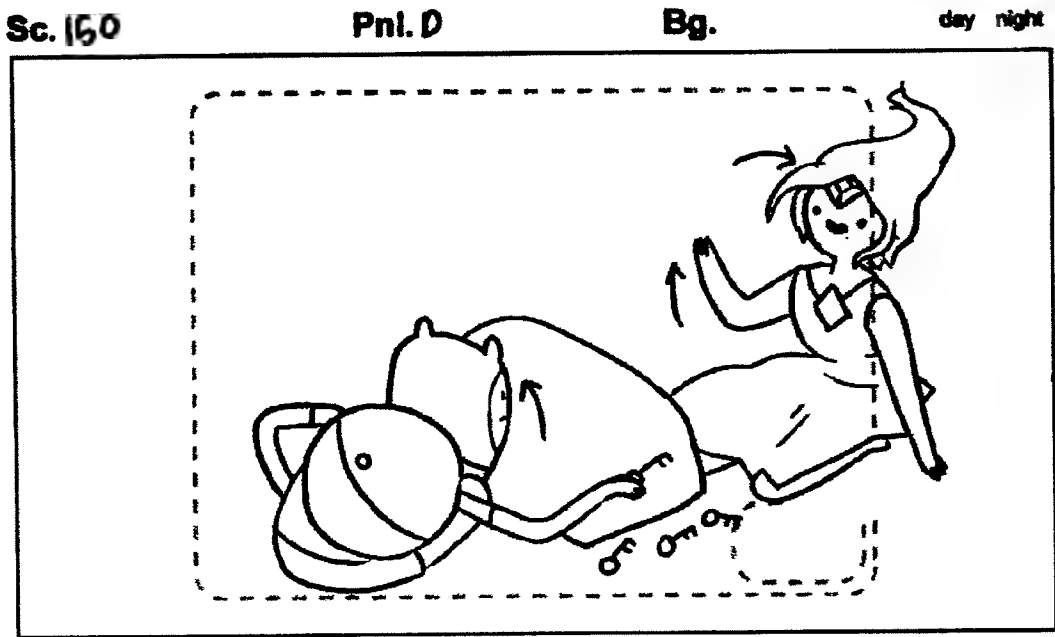
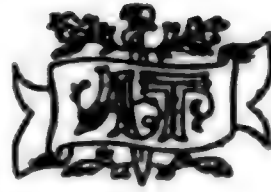
④



EPISODE# 1014-116

Production :

ADVENTURE TIME



Dialog:

ⓕ DO YOU KNOW ANY OTHER DUNGEONS?

Action:

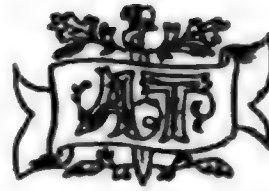
FINN LOOKS UP
FP LEANS OVER

Timing:

EPISODE # 1014-116

Production :

ADVENTURE TIME



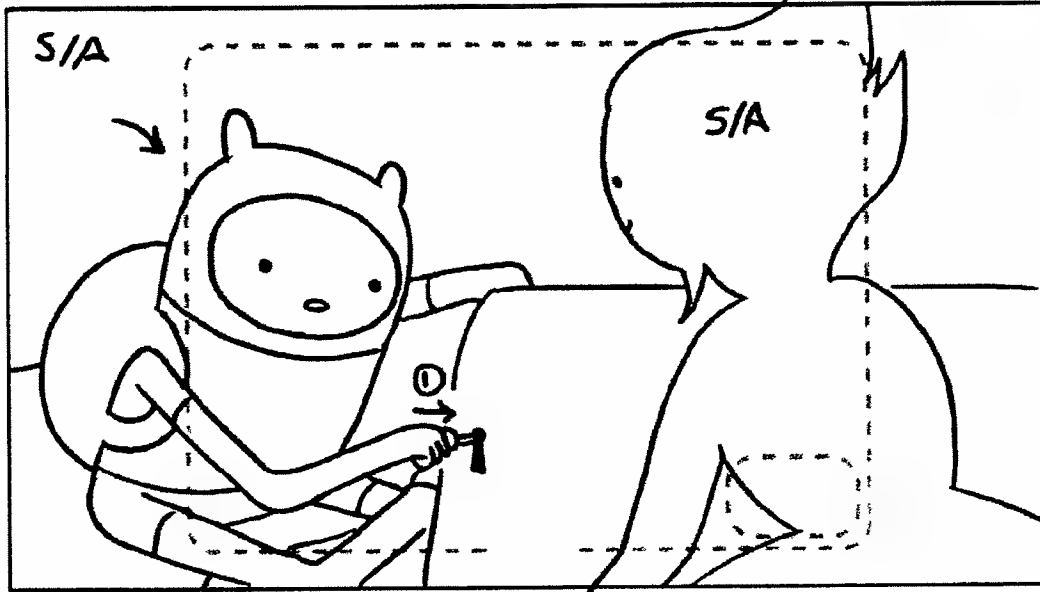
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Sc. 151

Pnl. B

Bg.

day night

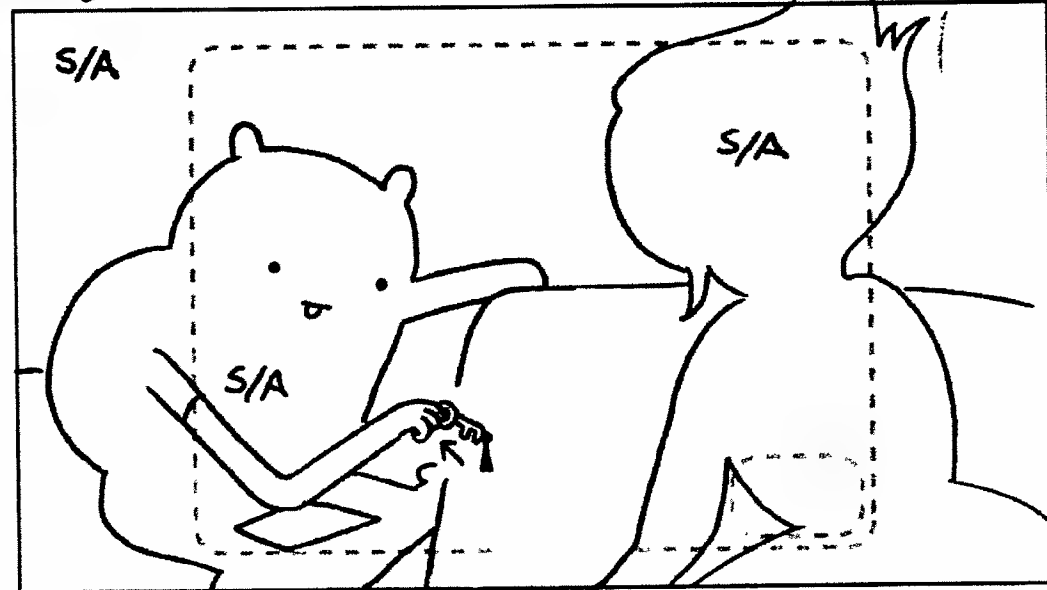


Sc. 151

Pnl. C

Bg.

day night



Dialog:

⑥ MAYBE NEXT TIME WE SHOULD
JUST GO TO, LIKE...

...

Action: F INSERTS KEY, JIGGLES IT

FINN REMOVES KEY

Timing:



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Production :

Sc. 151

Pnl. D

Bq.

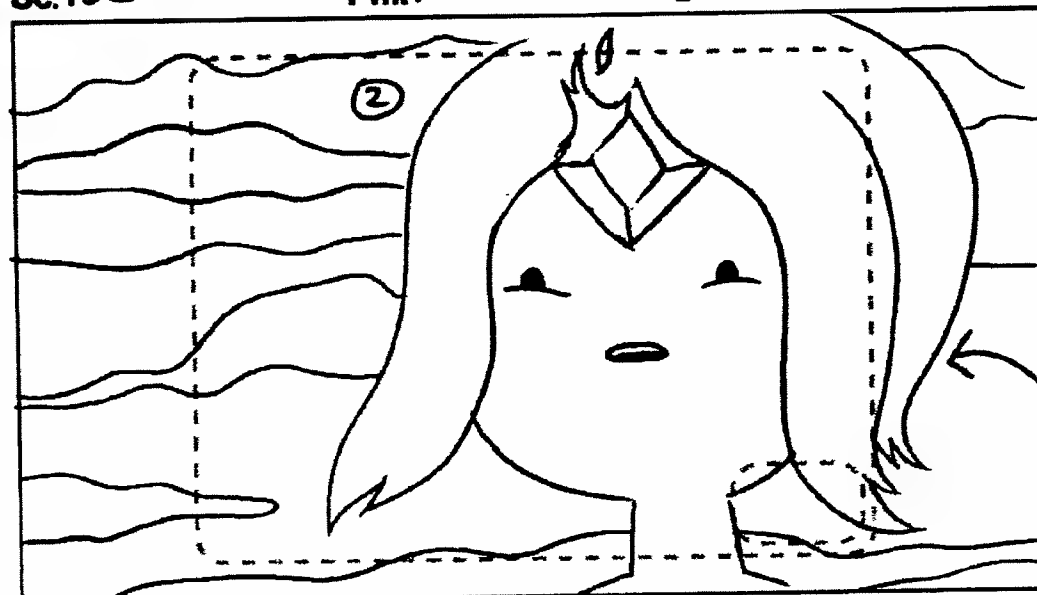
day night

Sc. 152

Pnl. A

Bg.

day night



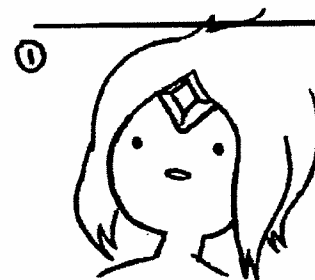
Dialog:

⑦ A FARMER'S MARKET

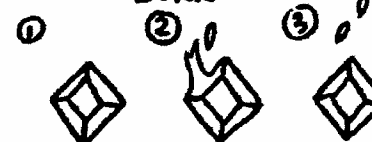


(FP) AND BURN IT.

Action: FINN LOOKS BACK UP AT FP
F TOSSES KEY ASIDE

Timing:

- FP TILTS HEAD
- FLAME BRIEFLY FLICKERS FROM GEM FOR WORD "BURN"



1014-116

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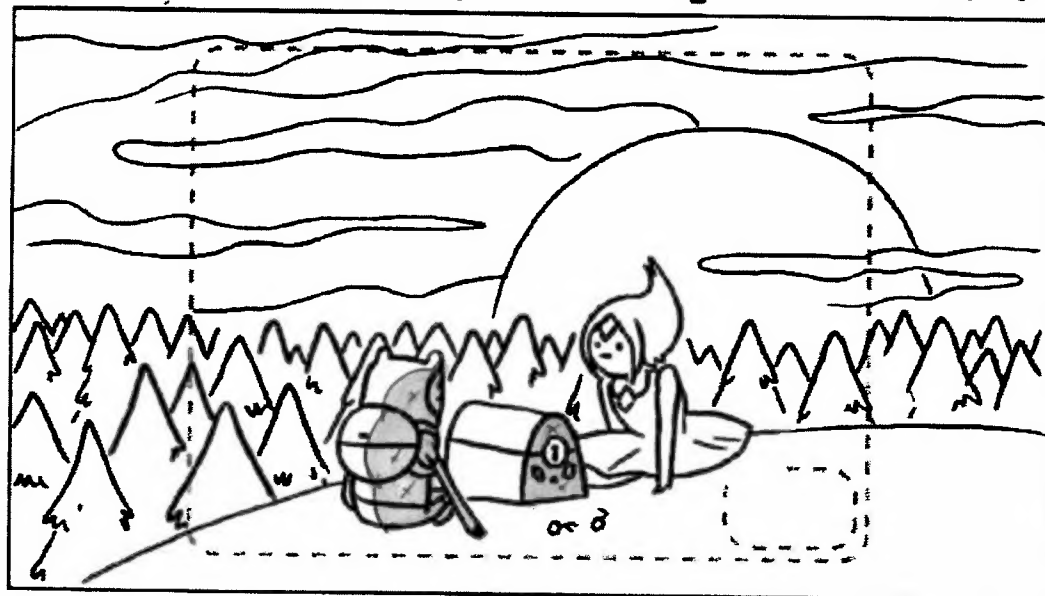
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Sc. 153

Pnl. A

Bg.

day night

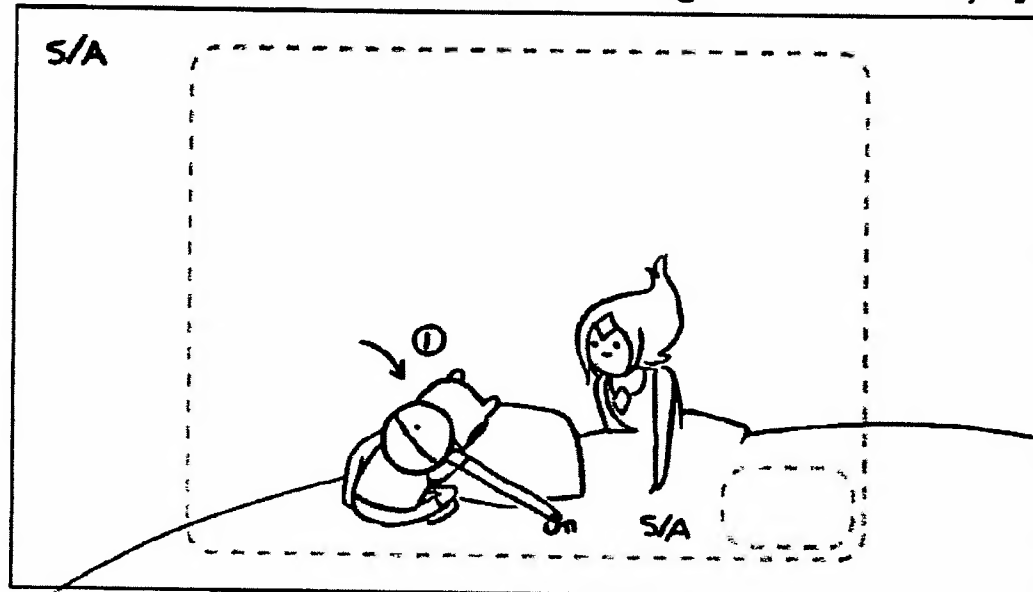


Sc. 153

Pnl. B

Bg.

day night



Dialog:

<beat>

Finn: Hmm

Action:

FINN GRABS KEY

Timing:



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Production :

ADVENTURE TIME



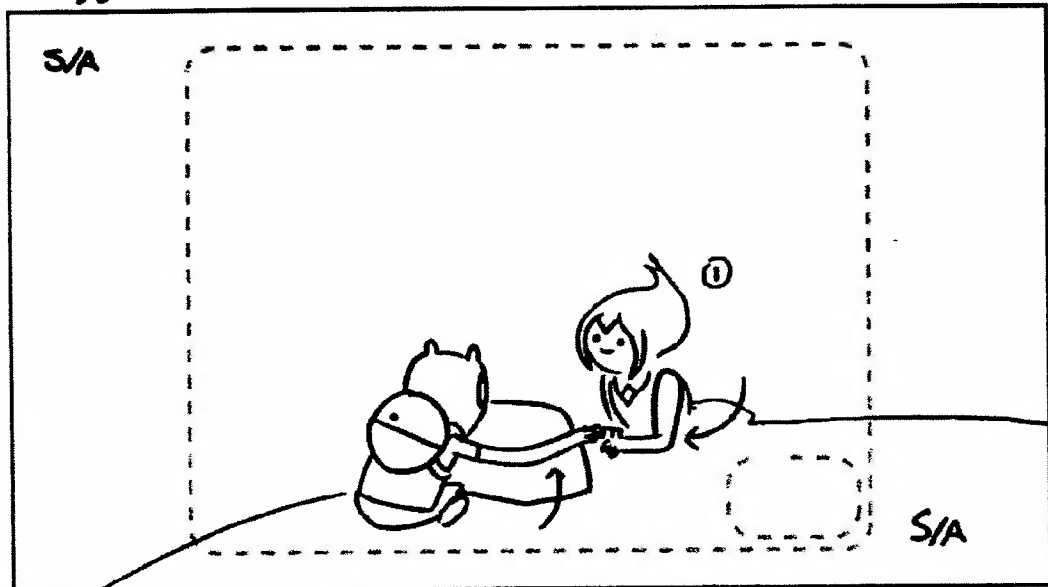
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Sc. 153

Pnl. C

Bg.

day night

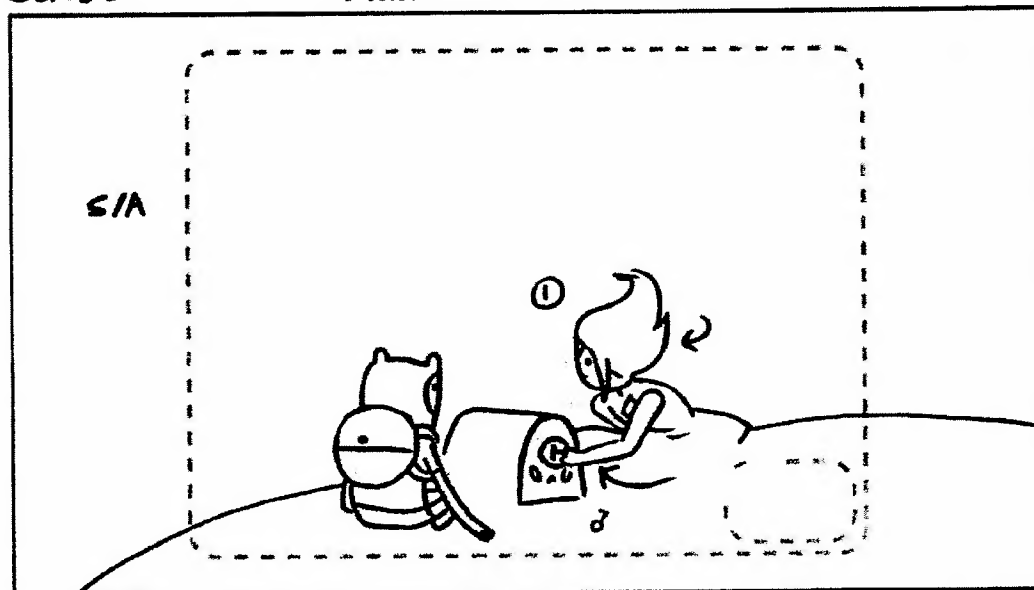


Sc. 153

Pnl. D

Bg.

day night



Dialog:

① TRY THIS KEY

SFX: * CLICK *

② [GASP]

Action: FINN HANDS KEY TO
FP

• FP PUTS KEY IN
LOCK

• FP TURNS KEY

Timing:



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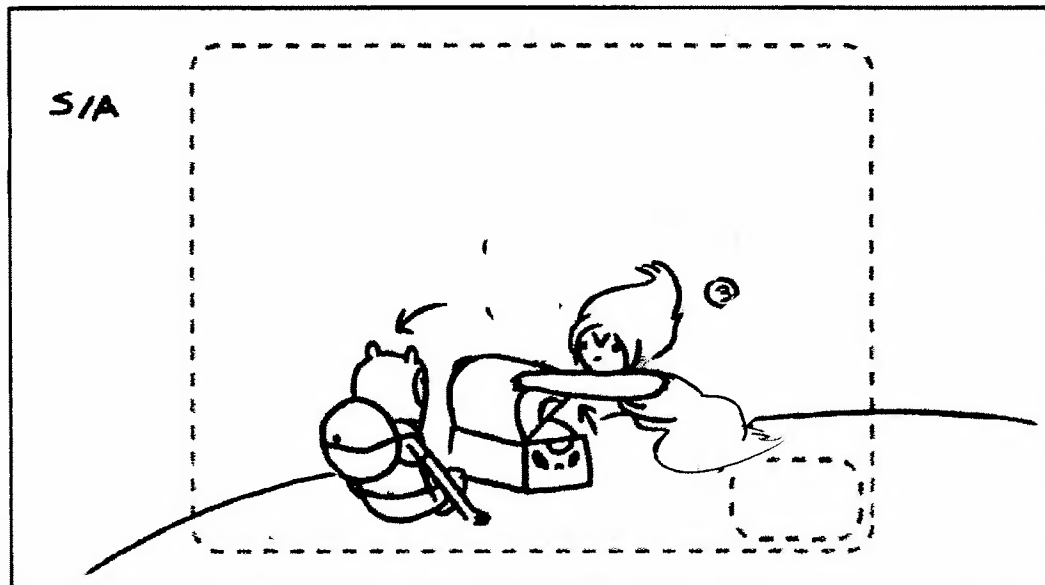
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Sc. 153

Pnl. E

Bg.

day night

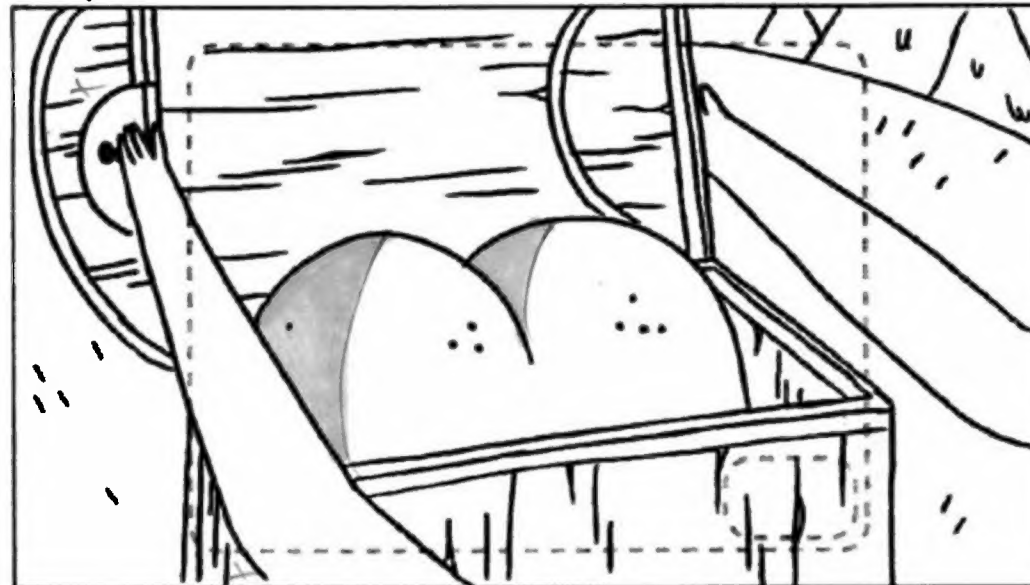


Sc. 154

Pnl. A

Bg.

day night



Dialog:

① WHAT IS IT?

Action:

• F LEANS BACK
• FP OPENS CHEST

Timing:



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Production :

ADVENTURE TIME



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Sc. 154

Pnl. B

Bg.

day night

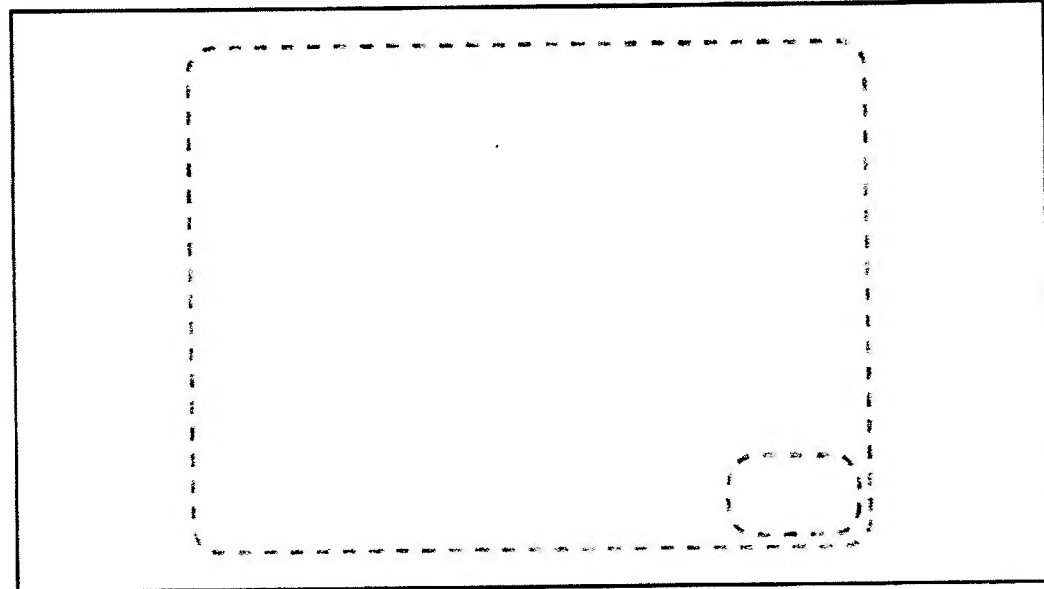


Sc.

Pnl.

Bg.

day night



Dialog:

ENO

Action: EXPRESSIONLESS EYES OPEN ON EACH CHEEK

Timing: ①



④

EPISODE # 1014-116

Production :